STRATEGY

NINTENDO POWER™

GUIDE

Volume 17
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FINAL FANTASY

Weapons, spells, friends, foes, maps lead to victory!

Nintendo®

PLAY-TO-WIN STRATEGIES STRAIGHT FROM THE PROS

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Nintendo Power Strategy Guide
Final Fantasy
Volume 17

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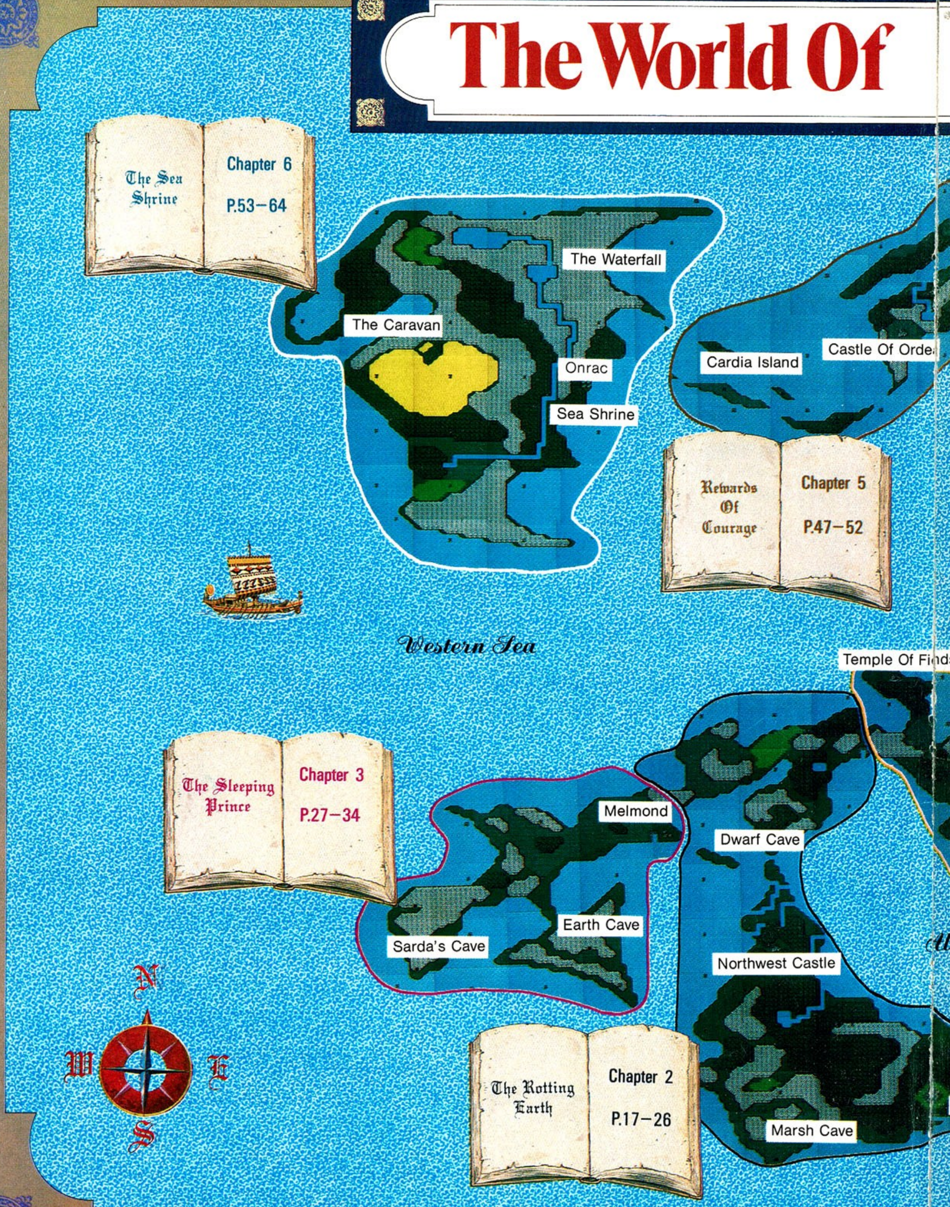
The World Of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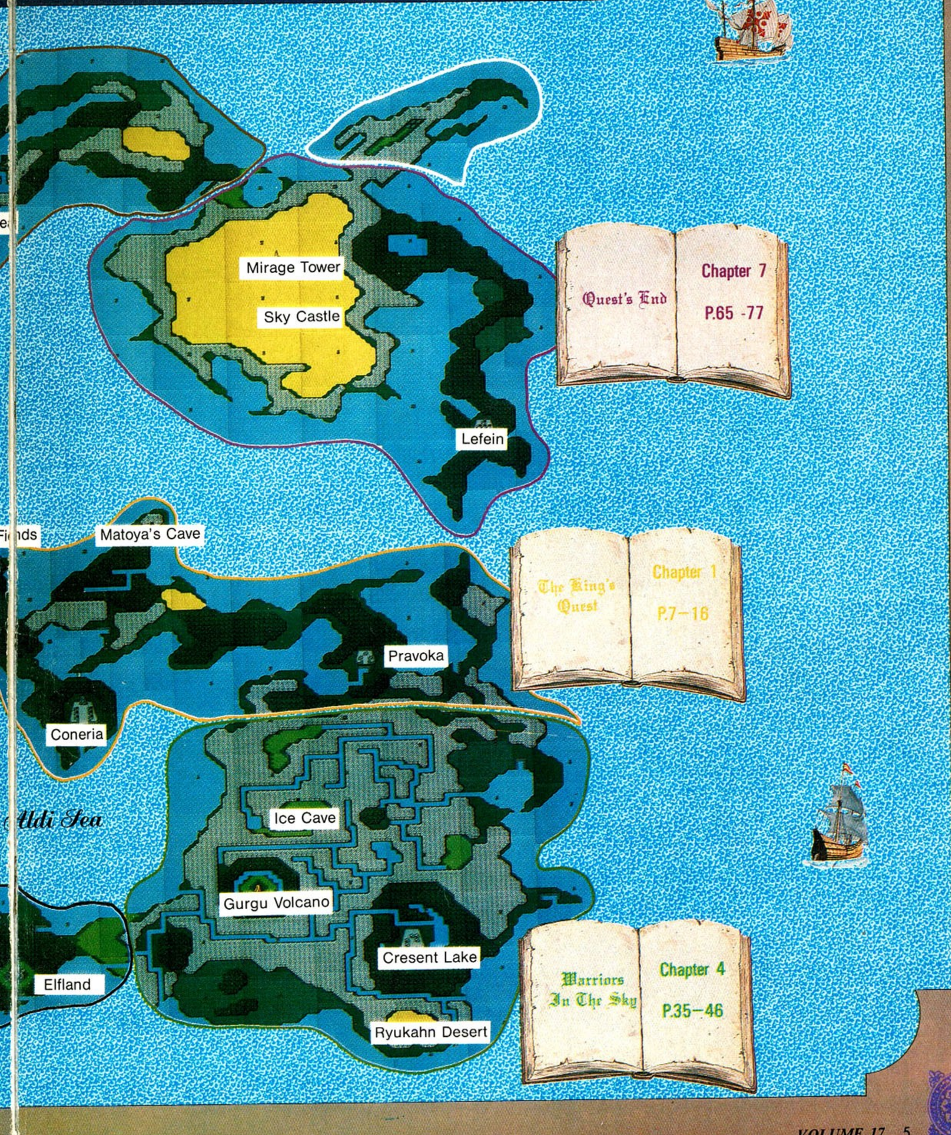
Check the map to see what chapter includes the information you need, then turn to that page.

Final Fantasy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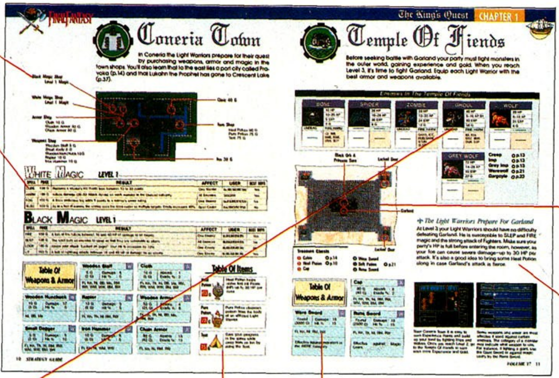
Putting The Strategy Guide To Work

The Final Fantasy Strategy Guide was designed to help you find as quickly as possible the information you need for your adventure. There are two ways to find information. First, identify where you are in the game on the Map on pages 4-5. Then turn to the pages indicated for the information concerning that part of the Final Fantasy World. On the first page of the chapter is a blown up map of that region, which further directs you to the specific information you need. There is also an Index at the back of the Strategy Guide that directs you to specific persons, places or things.



Town Map & Shop Lists

Tables Of Magic

See what spells are for sale, their effect, cost and who can use them. Best buys are indicated by a Yes or No.

Abbreviations Of Classes

Fighter–Fi, Knight–Kn Black Belt–BB, Master–Ma Thief–Th, Ninja–Ni Red Mage–RM, Red Wizard–RW White Mage–WM, White Wizard–WW Black Mage–BM, Black Wizard–BW

Dungeon Map & Treasure Chests

Strategy Tip

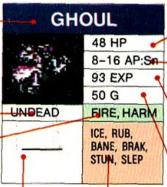
Tool Item Tables

Enemy Tables

Along with basic information about weapons and armor are listed their special attacks and spells. These special properties are employed by using the weapon or armor with the ITEM command during battle.

Weapons & Armor Tables

Many monsters belong to family groups such as the Dragon group. Exploit their weaknesses using special weapons, spells and armor such as the Dragon Sword vs. Dragons or the HARM spell vs. the Undead.



GHOUL	
	48 HP
	8–16 AP:Sn
	93 EXP
	50 G
UNDEAD	FIRE, HARM
———	ICE, RUB, BANE, BRAK, STUN, SLEP

Name

Monster's Hit Points

Monster's Average Attack Points & Effect

Effects: Poison–Po, Stone–St, Stun–Sn, Rub–Ru, Dark–Da, Paralyze–Pa

Family

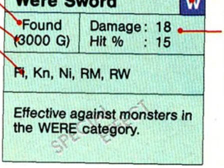
Weak Points

Experience Points Earned From Defeating Monster

Gold Earned by Defeating Monster

Monster's Magic And Special Attack (Some monsters have neither.)

Ineffective Attack Spells



Were Sword	W
Found (3000 G)	Damage : 18 Hit % : 15
Fi, Kn, Ni, RM, RW	
Effective against monsters in the WERE category.	

Name

Buying Price

Selling Price

Who Can Use It

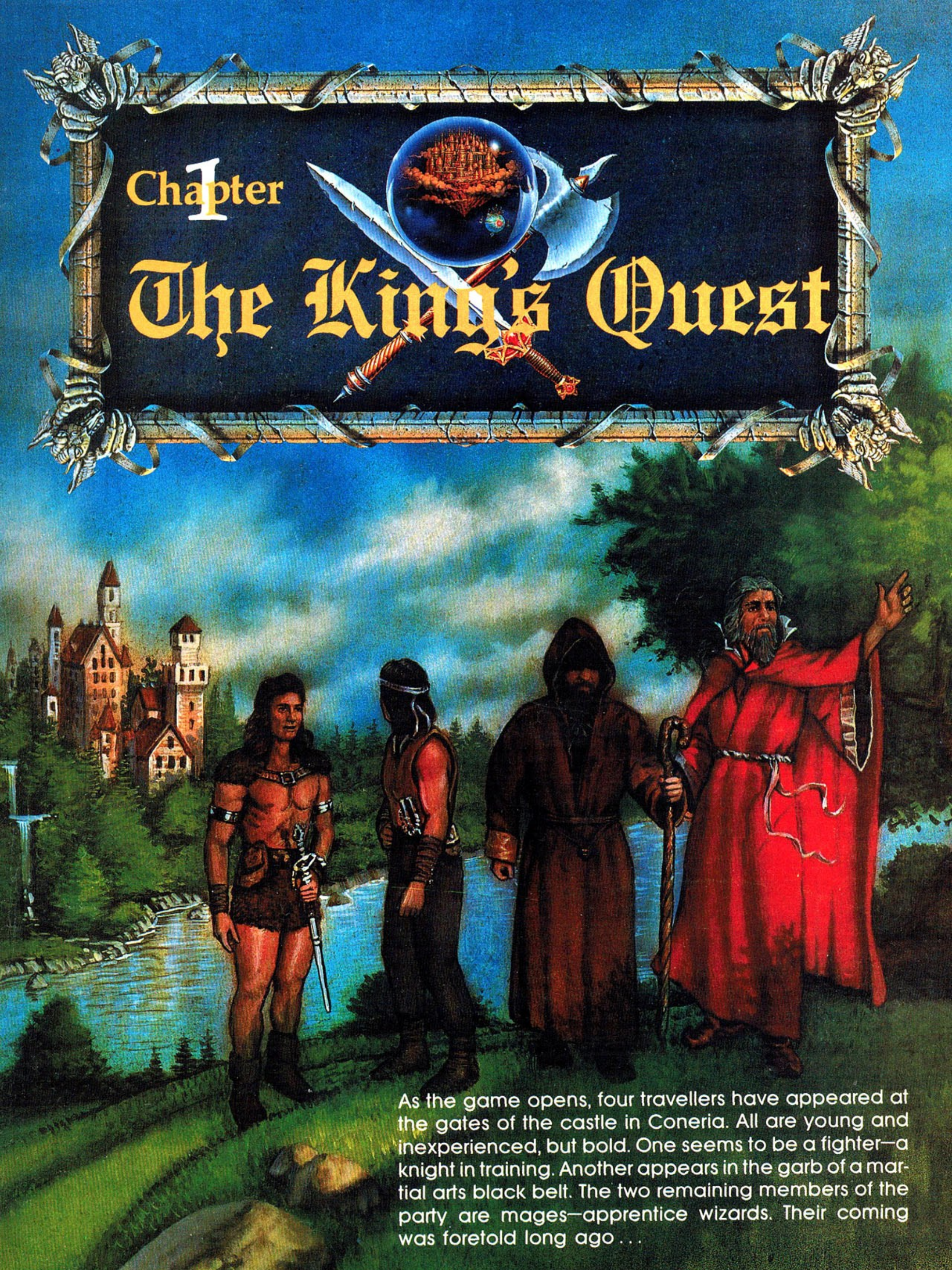
Most weapons and *armor can be used* only by a few select classes of warriors. They are listed with the same abbreviations as those used in the Magic Tables shown above.

W–Weapon A–Armor

Points Gained When Item Is Equipped

Chapter 1

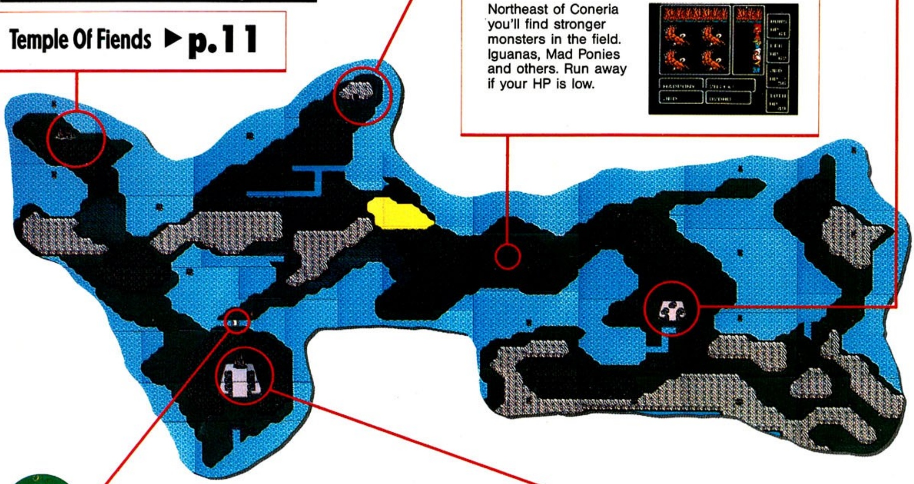
The King's Quest



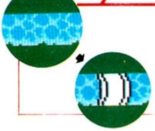
As the game opens, four travellers have appeared at the gates of the castle in Coneria. All are young and inexperienced, but bold. One seems to be a fighter—a knight in training. Another appears in the garb of a martial arts black belt. The two remaining members of the party are mages—apprentice wizards. Their coming was foretold long ago . . .

Chapter 1 MAP

Outer World Enemies: p.13



Northeast of Coneria you'll find stronger monsters in the field. Iguanas, Mad Ponies and others. Run away if your HP is low.



You can't cross this channel before completing the King's quest. If you are successful, however, the King will build North Bridge in gratitude. See p.9 for more details on the King's quest.

Rise & Fall

Coneria Town was once called the Dream City. That was before the darkness and the rot began spreading upon the Earth. In those golden days four orbs of power controlled the four elements of Wind, Fire, Water and Earth, but then the light drained from the orbs and the balance was destroyed.

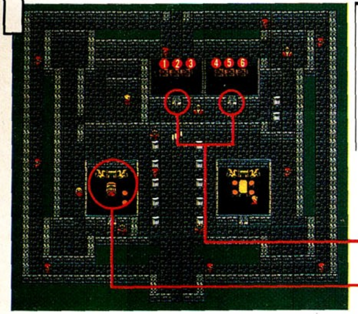
As shadows lengthened and the ground shook with tremors, Lukahn the Prophet announced that four heroes would appear in time to grapple with this new evil. The Light Warriors he named them, and then he departed to join the Circle of Sages at Crescent Lake.

In the Kingdom of Coneria, as in all the free world, the evil spread from day to day. Nightmarish creatures now roamed the forests and cities lay in ruins. The Dark Age had come at last, and leading the forces of shadow was a knight named Garland. It was he who had crippled the four orbs, and it was he, too, that kidnapped Princess Sara of Coneria. Only the coming of the Light Warriors could save them.

Castle Coneria

In the castle you'll collect information and, later, when you have the Key (see p.19) you'll also obtain valuable treasures. After visiting the King, see the guard down and to the left of the King's room. Then talk to the wise men on the ground floor.

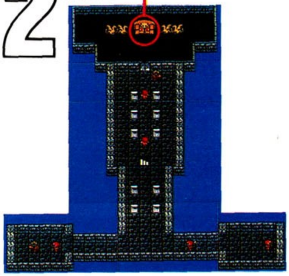
1st F



Treasure Chests

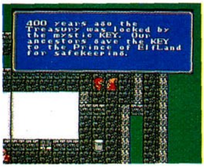
❶	Iron Armor	➲ p.14
❷	Iron Shield	➲ p.20
❸	T.N.T.	
❹	Iron Staff	➲ p.20
❺	Sabre	➲ p.20
❻	Silver Knife	➲ p.24

2nd F

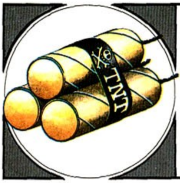


✣ Locked Doors And Hidden Secrets

On the ground floor of Castle Coneria you will reach the Treasure Vaults by following the path to the right of the castle's entrance. There you will find two wise men and two locked doors. Both repeat the same message—how 400 years ago the Treasure Vaults were locked with a mystic Key and how that Key was given to the Prince of Elfland for safekeeping. To recover the Key, see p.19.



400 years ago the Treasury was locked by the mystic KEY. Our ancestors gave the KEY to the Prince of ElfLand for safekeeping.



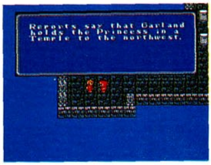
SPECIAL ITEM

T.N.T.

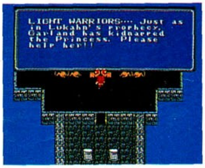
This volatile explosive has been kept in the Treasure Vault for 400 years. It is used in Chapter 2 when you visit the Dwarves. (See p. 25.)

✣ The King Of Coneria Needs Your Help

Everyone in Castle Coneria seems to have heard of the Light Warriors, including the King. Visit him on the second floor of the castle to learn how the legendary Light Warriors can help. It seems that the King can do nothing to save his daughter, who has been kidnapped by Garland. But he has faith in the Light Warriors. Therefore it is up to you to find Princess Sara and return her safely home.



Reports say that Garland holds the Princess in a Temple to the northwest.

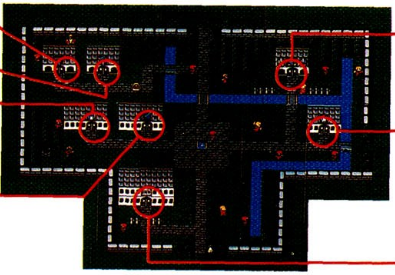


LIGHT WARRIORS… Just as in Lukahn's prophecy, Garland has kidnapped the Princess. Please help her!!

Having seen the King and Queen, your quest should be clear. The Light Warriors must somehow rescue Princess Sara from Garland. You also know that you must seek her to the northwest. But before setting out you'll need weapons, armor and magic spells. In Coneria Town (p.10) such items can be purchased.

Coneria Town

In Coneria the Light Warriors prepare for their quest by purchasing weapons, armor and magic in the town shops. You'll also learn that to the east lies a port city called Pravoka (p.14) and that Lukahn the Prophet has gone to Crescent Lake (p.37).



Black Magic Shop
Level 1 Magic

White Magic Shop
Level 1 Magic

Armor Shop
Cloth 10 G
Wooden Armor 50 G
Chain Armor 80 G

Weapons Shop
Wooden Staff 5 G
Small Knife 5 G
Wooden Nunchuck 10 G
Rapier 10 G
Iron Hammer 10 G

Clinic 40 G

Item Shop
Heal Potion 60 G
Pure Potion 75 G
Tent 75 G

Inn 30 G

WHITE MAGIC LEVEL 1

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
CURE	100 G	Restores a warrior's Hit Points from between 10 to 30 points.	One Warrior	Kn,RM,RW,WM,WW	Yes
HARM	100 G	Inflicts damage (20–80 Attack Points) on each monster in the Undead category.	All Enemies	WM,WW	Yes
FOG	100 G	A thick protective fog adds 8 points to a warrior's armor rating.	One Warrior	Kn,RM,RW,WM,WW	No
RUSE	100 G	As in a hall of mirrors, the enemy sees the spell caster as multiple targets. Evade increases 40%.	Spell Caster	Kn,RW,WM,WW	No

BLACK MAGIC LEVEL 1

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
FIRE	100 G	A ball of fire inflicts between 10 and 40 HP of damage to an enemy.	One Enemy	Ni,RM,RW,BM,BW	Yes
SLEP	100 G	The spell puts all enemies to sleep so that they are vulnerable to attack.	All Enemies	Ni,RM,RW,BM,BW	No
LOCK	100 G	Keeps your attack "Locked on target". Your Hit % increases by 10%.	One Enemy	Ni,RM,RW,BM,BW	No
LIT	100 G	A bolt of lightning inflicts between 10 and 40 HP of damage on an enemy.	One Enemy	Ni,RM,RW,BM,BW	Yes

Table Of Weapons & Armor

Wooden Staff **W**

5 G (2 G)	Damage : 6 Hit % : 0

Fi, Kn, Ni, BB, Ma, RM, RW, WM, WW, BM, BW

Cloth **A**

10 G (5 G)	Absorb : 1 Evade % : 2

Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW

Wooden Nunchuck **W**

10 G (5 G)	Damage : 12 Hit % : 0

Ni, BB, Ma

Rapier **W**

10 G (5 G)	Damage : 9 Hit % : 5

Fi, Kn, Th, Ni RM, RW

Wooden Armor **A**

50 G (25 G)	Absorb : 4 Evade % : 8

Fi, Kn, Th, Ni, BB, Ma, RM, RW

Small Dagger **W**

5 G (2 G)	Damage : 5 Hit % : 10

Fi, Kn, Th, Ni, RM, RW, WM, WW, BM, BW

Iron Hammer **W**

10 G (5 G)	Damage : 9 Hit % : 0

Fi, Kn, Ni, WM, WW

Chain Armor **A**

80 G (40 G)	Absorb : 15 Evade % : 15

Fi, Kn, Ni, RM, RW

Table Of Items

Heal Potion

60 G

Heal Potion helps revive lost Hit Points (HP) up to 30 HP per dose.

Pure Potion

75 G

Pure Potion cleanses poison from the body of an afflicted Light Warrior.

Tent

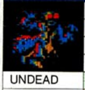
75 G

Save your progress in the game while away from an Inn by using the Tent.

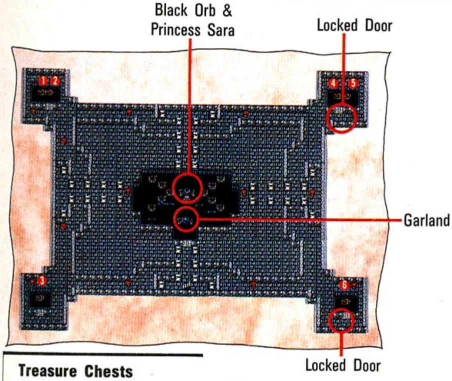
Temple Of Fiends

Before seeking battle with Garland your party must fight monsters in the outer world, gaining experience and gold. When you reach Level 3, it's time to fight Garland. Equip each Light Warrior with the best armor and weapons available.

Enemies In The Temple Of Fiends

BONE		10 HP	10–20 AP	9 EXP	3 G	UNDEAD	FIRE, HARM	—	ICE, RUB, BANE, BRAK, STUN, SLEP
SPIDER		28 HP	10–20 AP	30 EXP	8 G	—	—	—	—
ZOMBIE		20 HP	10–20 AP	24 EXP	12 G	UNDEAD	FIRE, HARM	—	QAKE, ICE, RUB, BANE, STUN, SLEP
GHOUL		48 HP	8–16 AP:Sn	93 EXP	50 G	UNDEAD	FIRE, HARM	—	ICE, RUB, BANE, BRAK, STUN, SLEP
WOLF		20 HP	8–16 AP	24 EXP	6 G	—	—	—	—
GREY WOLF		72 HP	14–28 AP	93 EXP	22 G	—	—	—	—

Creep	○ p.13
Imp	○ p.13
Grey Imp	○ p.13
Werewolf	○ p.21
Gargoyle	○ p.23



Treasure Chests

❶ Cabin ○ p.14
❷ Heal Potion ○ p.10
❸ Cap
❹ Were Sword
❺ Soft Potion ○ p.21
❻ Rune Sword

Table Of Weapons & Armor

Cap	**A**
80 G (40 G)	Absorb : 8 Evade %: 2
Fi, Kn, Th, Ni, RM, RW, WM, WW, BM, BW	

Were Sword	**W**
Found (3000 G)	Damage: 18 Hit % : 15
Fi, Kn, Ni, RM, RW	
Effective against monsters in the WERE category.	

SPECIAL EFFECT

Rune Sword	**W**
Found (2500 G)	Damage: 18 Hit % : 15
Fi, Kn, Th, Ni, RM, RW	
Effective against Magic Users.	

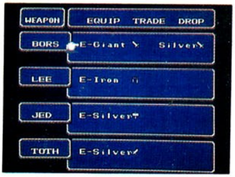
SPECIAL EFFECT

✣ The Light Warriors Prepare For Garland

At Level 3 your Light Warriors should have no difficulty defeating Garland. He is susceptible to SLEP and FIRE magic and the strong attack of Fighters. Make sure your party's HP is full before entering the room, however, as your foe can cause severe damage—up to 30 HP per attack. It's also a good idea to bring some Heal Potion along in case Garland's attack is fierce.

BORS HP 35
LEE HP 30
JED HP 28
TOTH HP 25
LEE
IMP

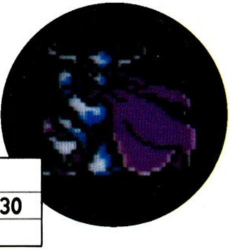
Near Coneria Town it is easy to earn Experience Points and build up your level by fighting Imps and Wolves. Once you reach Level 2, go to the Temple Of Fiends to earn even more Experience and Gold.



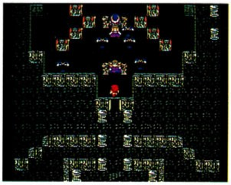
Some weapons and armor are most effective if used against certain enemies. The category of a monster may indicate what weapon to use. For instance, if fighting a giant, use the Giant Sword or against magic users try the Rune Sword.

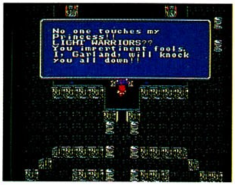
✣ *Fighting Garland*

At Level 3, Garland will almost certainly fall to the Light Warriors. At Level 2 it's more of a challenge, but Garland can be defeated. Your Black Mage or Red Mage should use FIRE three times in a row if necessary while your Fighter, equipped with a Rapier, should attack. The White Mage and Black Belt or Thief should also attack. If one warrior is injured, the White Mage should give him the Heal Potion.

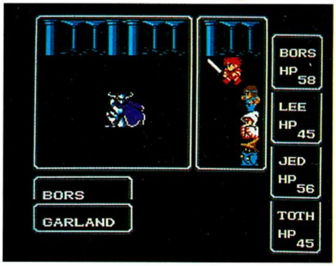


GARLAND	
HP: 106	AP: 15-30
EXP: 130	G: 250





No one touches my Princess!!
LIGHT WARRIORS??
You impertinent fools.
I, Garland, will knock you all down!!

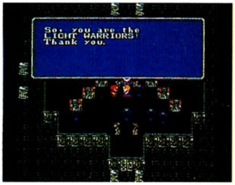


The Temple Of Fiends has sealed your fate.

Upon entering Garland's throne room you'll note the Princess behind Garland, not to mention his pet bats. Step forward and Garland will greet the Light Warriors with threats and insults. His confidence is great, but your might is greater still. At this point you cannot prevent battle and escape the room. You'll have to fight to the finish.

✣ *Princess Sara Is Saved*

Princess Sara recognizes the Light Warriors and magically whisks them back to Castle Coneria. Sara demonstrates her gratitude by bestowing a very precious gift upon the Light Warriors—the Lute—which is used late in the game (p.75).

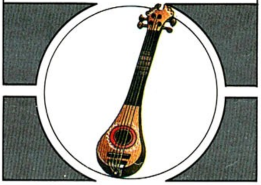


So, you are the
LIGHT WARRIORS!
Thank you.

SPECIAL ITEM

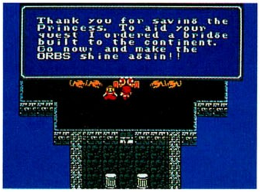
The Lute

Through all your adventures you'll carry the Lute. Only when you reach the final chapter, however, will you put it to use. Read more about how it's used on p.75.

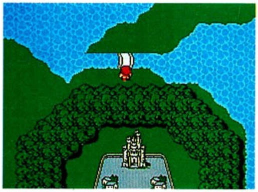


✣ *A Bridge Is Built*

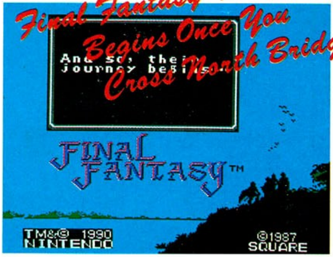
So great is the gratitude of the King that he has a bridge built spanning the northern channel to the mainland. Now your journey can truly begin. Before crossing, talk to the people again. Many have new messages. Learn about the Lute from a man in the castle.



Thank you for saving the
Princess. To aid your
quest I ordered a bridge
built to the continent.
Go now, and make the
ORBS shine again!!



Final Fantasy Truly Begins Once You Cross North Bridge

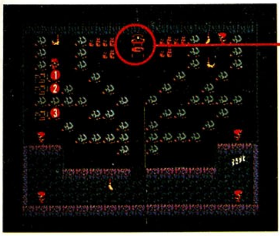


And so, their
journey begins.

Upon the bridge the title suddenly appears along with the game credits. Now at last the real challenge is laid before you.

Matoya's Cave

Once Sara is safe, a woman in Coneria Town trusts the Light Warriors enough to tell them about Matoya, a witch who lives in a cave to the North. Follow the woman's advice and visit Matoya. You'll also learn a very special magic spell in the cave.

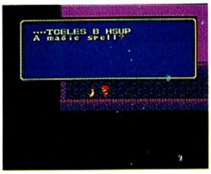


Treasure Chests

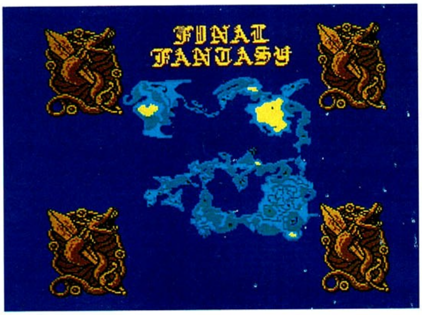
❶	Heal Potion	○ p.10
❷	Heal Potion	○ p.10
❸	Pure Potion	○ p.10

✤ The Talking Broom Knows A Magic Spell

Although it seems as if the Broom is speaking gibberish, it's actually giving you a magic spell. Translated it means PUSH B SELECT. Do this to bring up a map of the world.

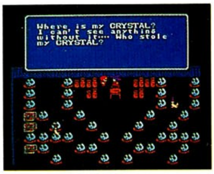


....TCELES B HSUP
A magic spell?



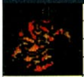
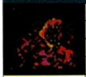
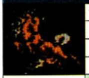
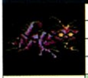
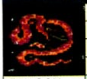
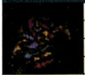
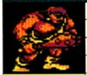
✤ Matoya Needs A Crystal Lens

To speak with Matoya, go around her desk and then talk to her in the normal manner. You'll learn that her Crystal lens was stolen and now she can't see very well. This is a clue to the wise. Find her Crystal and she'll be one grateful witch. Learn more about Matoya's Crystal in Chapter 2, p.22.



Where is my CRYSTAL?
I can't see anything
without it.... Who stole
my CRYSTAL?

Chapter 1: Outer World Enemies

IMP		8 HP	4–8 AP	6 EXP	6 G	GIANT	—	—	—
CREEP		56 HP	17–34 AP	63 EXP	15 G	—	FIRE	—	—
MAD PONY		64 HP	10–20 AP	63 EXP	15 G	—	—	—	—
IGUANA		92 HP	18–36 AP	153 EXP	50 G	DRAGON	—	—	—
ASP		56 HP	6–12 AP:Po	123 EXP	50 G	DRAGON	—	—	—
GREY IMP		16 HP	8–16 AP	18 EXP	18 G	GIANT	—	—	—
OGRE		100 HP	18–36 AP	195 EXP	195 G	GIANT	—	—	—

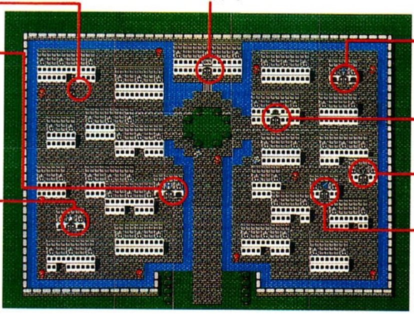
Bone	○ p.11
Spider	○ p.11
Zombie	○ p.11
Ghoul	○ p.11
Wolf	○ p.11
Grey Wolf	○ p.11
Werewolf	○ p.21
Green Ogre	○ p.21

Sea Creatures

Sahag	○ p.21
Red Sahag	○ p.21
Shark	○ p.21
Kyzoku	○ p.21
OddEye	○ p.21

Pravoka

The traveller in Coneria Town told you about his home in Pravoka where pirates roam and people hide in their houses. Here you'll battle the pirates, and if you defeat them you'll also win their pirate ship. The seaport also offers some good buys, including Level 2 magic spells.



Bikke The Pirate

Inn 50 G

Armor Shop
Wooden Armor 50 G ○ p.10
Chain Armor 80 G ○ p.10
Iron Armor 800 G
Wooden Shield 15 G
Gloves 60 G

Potion Shop
Heal Potion 60 G ○ p.10
Pure Potion 75 G ○ p.10
Tent 75 G ○ p.10
Cabin 250 G

White Magic Shop
Level 2 Magic

Clinic 80 G

Black Magic Shop
Level 2 Magic

Weapons Shop
Iron Hammer 10 G ○ p.10
Short Sword 550 G
Hand Axe 550 G
Scimitar 200 G

WHITE MAGIC LEVEL 2

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
LAMP	400 G	Provides a light to a warrior in the dark. Counteracts an enemy's Dark spell.	One Warrior	Kn,RM,RW,WM,WW	No
MUTE	400 G	All enemy magic users are unable to speak or cast their spells against you.	All Enemies	Kn,RM,RW,WM,WW	Yes
ALIT	400 G	Damages inflicted by lightning are reduced from between 25 to 50%.	All Warriors	Kn,RM,RW,WM,WW	Yes
INVS	400 G	A warrior becomes invisible and his ability to dodge attacks increases by 20%.	One Warrior	Kn,RM,RW,WM,WW	Yes

BLACK MAGIC LEVEL 2

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
ICE	400 G	A freezing wind blasts all the enemies, inflicting between 20 to 80 HP of damage to each.	All Enemies	Ni,RM,RW,BM,BW	Yes
DARK	400 G	All the enemies are blinded, thus reducing the effectiveness of their attacks.	All Enemies	Ni,RM,RW,Bm,BW	No
TMPR	400 G	The strength of a warrior's weapon is increased by 14 points.	One Warrior	Ni,RM,RW,BM,BW	No
SLOW	400 G	All enemies lose intelligence and their attacks are less effective.	All Enemies	Ni,RM,RW,BM,BW	Yes

Table Of Weapons & Armor

Short Sword	W
550 G (275 G)	Damage : 15 Hit % : 10
Fi, Kn, Ni, RM, RW	

Scimitar	W
200 G (100 G)	Damage : 10 Hit % : 10
Fi, Kn, Th, Ni RM, RW	

Wooden Shield	A
15 G (7 G)	Absorb : 2 Evade % : 0
Fi, Kn, Ni	

Hand Axe	W
550 G (275 G)	Damage : 16 Hit % : 5
Fi, Kn, Ni	

Iron Armor	A
800 G (400 G)	Absorb : 24 Evade % : 23
Fi, Kn, Ni	

Gloves	A
60 G (30 G)	Absorb : 1 Evade % : 1
Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW	

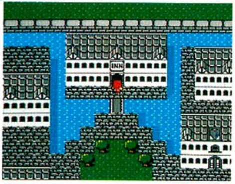
Table Of Items

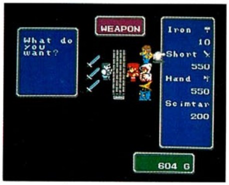
Cabin
250

Use a Cabin in the wilds to save your progress and recover much lost HP for all your Light Warriors.

The Streets Of Pravoka Aren't Safe

After your dangerous journey from Coneria, stop at the Inn before exploring Pravoka. This way you won't stumble upon the pirates with low HP. From the town's entrance, walk directly north to the Inn.





What do you want?

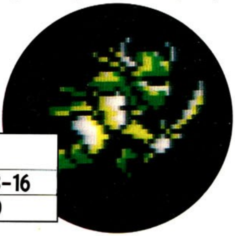
Iron 10
Short 550
Hand 550
Scimtar 200

604 G

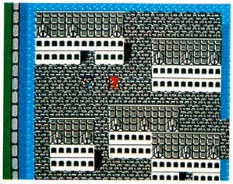
If you have enough money, buy better weapons for use against the pirates. The Short Sword is your best buy, but the Scimitar is also a good alternative at less than half the price.

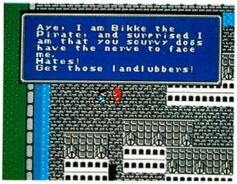
Pummel The Pirates

Bikke the Pirate is not at all pleased to find four armored and experienced warriors on his turf. But although he may think you're just a scurvy dog, he'll sic his crew on you. Suddenly nine Pirates swarm to the attack. Each Pirate can sustain only about ten HP of damage, so your entire party should be able to defeat them in hand to hand fighting.

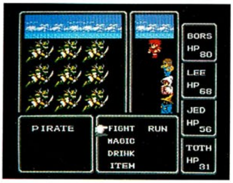


PIRATES	
HP : 6	AP : 8-16
EXP : 40	G : 40





Aye, I am Bikke the Pirate, and surprised I am that you scurvy dogs have the nerve to face me.
Mates!
Get those landlubbers!



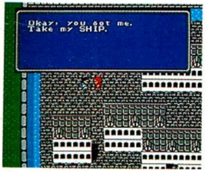
PIRATE
FIGHT RUN
MAGIC
DRINK
ITEM

BORS HP 80
LEE HP 68
JED HP 56
TOTH HP 31

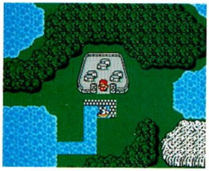
The Pirates of Pravoka are not strong individually, but nine of them together can be a threat. If you're at Level 3, you are strong enough to attack them. It is important to watch your HP, though. If all the Pirates attack one party member he could lose HP quickly. Have some Heal Potion on hand to prevent an untimely defeat.

You've Won A Ship!

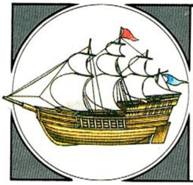
Once you've freed Pravoka from the Pirates you'll find Bikke, their captain, is still in town. Talk to him. He'll admit defeat—rather graciously for a Pirate—and give you his ship. The ship will be waiting for you in the harbor just outside of town when you're ready to leave Pravoka. With the wind in your sails you'll be able to travel to lands previously beyond reach.



Okay, you got me. Take my SHIP.



The ship will be docked at the port outside of the town after you defeat the Pirates in Pravoka.



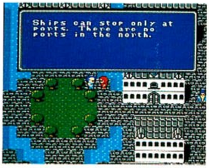
SPECIAL ITEM

Ship

The speedy pirate ship is your means of reaching the southern lands across the sea.

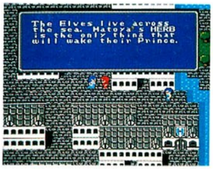
The Pravokans Are No Longer In Hiding

The townsfolk are out in force now that the streets are safe. They have a lot to say, too, about the Elf Prince and Matoya's Herb, and also about the town of Melmond.



Ships can stop only at ports. There are no ports in the north.

Only at ports can the ship be docked for the party of Light Warriors to disembark.



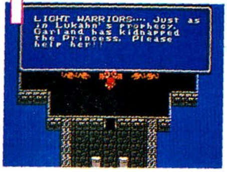
The Elves live across the sea. Matoya's HERB is the only thing that will wake their Prince.

Listen to the woman who tells about the Prince of the Elves. It seems he needs an Herb from Matoya to wake up.

Chapter 1

Summary Of Events

1 CASTLE CONERIA

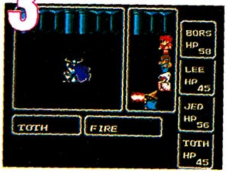

LIGHT WARRIORS.... Just as in Lukahn's prophecy. Garland has kidnapped the Princess. Please help her!!

Meet the King and speak to the people. You'll learn about your quest and the legend that foretold your coming.

2 CONERIA TOWN

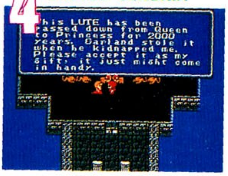
Get information and buy supplies for your adventures in the outer world. Return to the Inn to fill up your HP and to save your game.

3 TEMPLE OF FIENDS



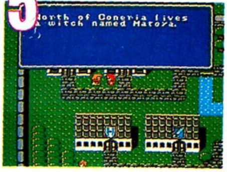
At Level 2 or 3 enter the Temple, defeat Garland and rescue Sara. A number of rooms remain locked. Return later with a mystic key.

4 CASTLE CONERIA


This LUTE has been passed down from Queen to Princess for 2000 years. Garland stole it when he kidnapped me. Please accept it as my gift, it just might come in handy.

The Princess gives you the Lute and the King builds a bridge across North Channel. Many people have new tales to tell.

5 CONERIA TOWN


North of Coneria lives a witch named Matoya.

Here, as in the castle, the news of your victory over Garland has loosened the tongues of the good folk. You'll hear about Matoya.

6 NORTH BRIDGE

And so, their journey begins....

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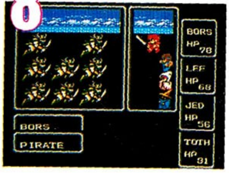
©1987 SQUARE

As you cross the bridge you'll learn more about the four orbs and the credits for the game will appear.

7 MATOYA'S CAVE

The Broom tells you a cryptic spell—Push B Select. You'll also learn that Matoya needs a Crystal to see.

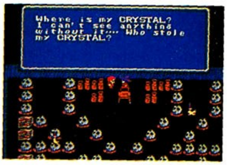
8 PRAVOKA



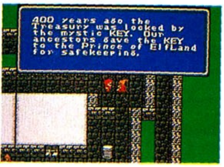
Defeat the Pirates and win the ship. Learn about the Elf Prince and Matoya's Herb. Buy better weapons and Level 2 Magic.

Unsolved Mysteries

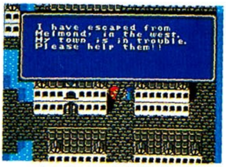
You've come a long way and learned much. Still, many questions remain to be answered. Where in Elfland is the mystic Key? Or where should you look for Matoya's Crystal? And what is wrong in Melmond?


Where is my CRYSTAL? I can't see anything without it.... Who stole my CRYSTAL?

Every clue seems to point toward the South, the direction you must now go.


400 years ago the Treasury was locked by the mystic KEY. Our ancestors gave the KEY to the Prince of ElfLand for safekeeping.

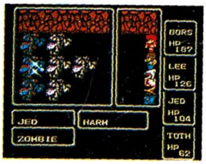
Who in Elfland might have the Key to Coneria's treasure? Perhaps it is the Prince?


I have escaped from Melmond, in the west. My town is in trouble. Please help them!!

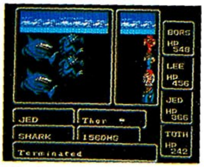
What sort of danger threatens the town of Melmond in the far west? How do you get there?

Battle Techniques

Undead Enemies: When fighting the Undead, FIRE and HARM magic can be devastating. Fighters should use the Sun Sword or Light Axe. Use the Mage Staff with the Item command.



HARM2 and stronger HARM3 spells are the best offense against creatures in the Undead category.

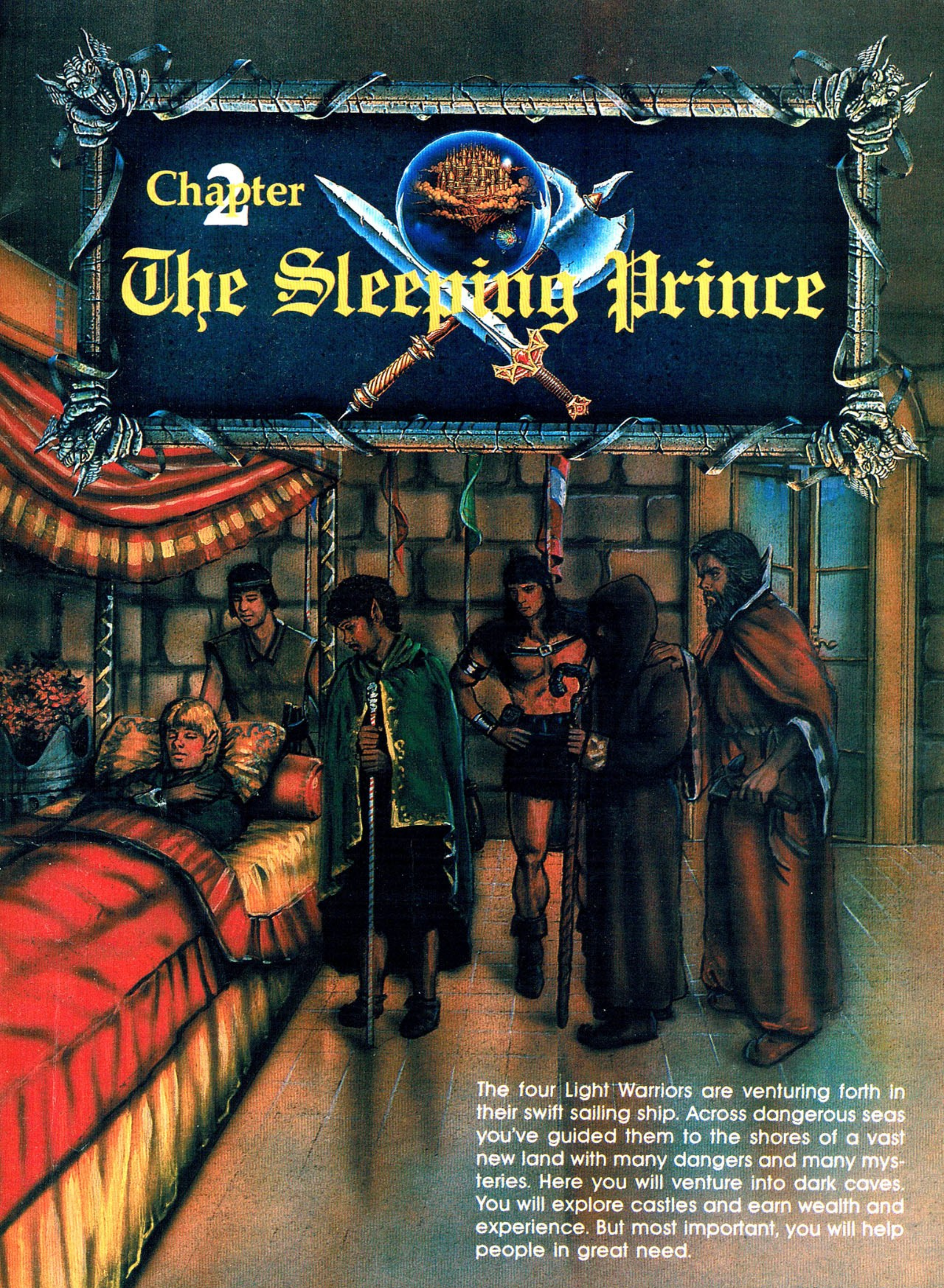


Use Thor's Hammer as a battle item to cast the LIT2 spell.

Sea Enemies: Enemies met upon or beneath the sea are susceptible to Lightning spells—LIT, LIT2, LIT3. The Coral Sword is also effective. Defend yourself by using the Zeus Gauntlet. (p.51)

Chapter 2

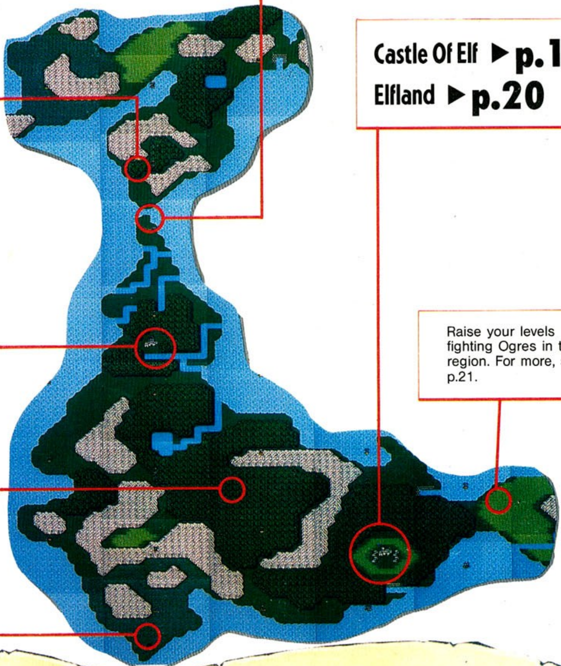
The Sleeping Prince



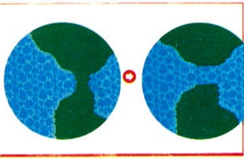
The four Light Warriors are venturing forth in their swift sailing ship. Across dangerous seas you've guided them to the shores of a vast new land with many dangers and many mysteries. Here you will venture into dark caves. You will explore castles and earn wealth and experience. But most important, you will help people in great need.

Chapter 2 MAP

Outer World Enemies: p.21



Only with a gift brought to them by the Light Warriors will the Dwarf engineers be able to blast this channel to the Western Sea. Read more about how this is done on p.25.



Dwarf Cave ▶ p.25

Northwest Castle ▶ p.22

Castle Of Elf ▶ p.19
Elfland ▶ p.20

Some regions of the southern continent are thick with poisonous creatures such as the Asp and Arachnid. In the area shown on the map, and near the village of Elfland, you should never travel without a good supply of PURE Potions with which to recover from the attacks of these viperous monsters.

Arachnid

Asp

Raise your levels fighting Ogres in this region. For more, see p.21.

Marsh Cave ▶ p.23

The Dark Elf

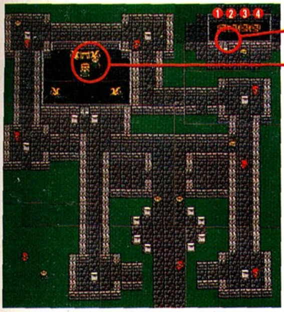
Elfland resisted the growing darkness better than most of the world, in part due to their beloved Prince. His honesty, courage and wisdom were renowned throughout Elfland and in kingdoms as far away as Coneria. But there was one Elf, named Astos, a cousin of the Prince, who lived further north and west in a country that fell under the spreading shadow. Over the years his castle fell into ruins and creatures of darkness made it their abode. And as the shadows deepened on his land, Astos also fell under their gloomy spell. He began to brood and soon jealousy crept into his heart–jealousy over the good fortune of his cousin.

With his evil band Astos marched on the Castle of Elf, defeated the Elfish army and cast a sleeping spell upon the good Prince. In this way the shadow reached even into the heart of Elfland.

On his return journey, Astos came upon an old woman in the forest who peered at him through a lens of crystal. "Wicked creature!" she shrieked, making gestures in the air as if to ward off evil spirits. Ignoring her curses, the Dark Elf stole the crystal and left her blind in the wilderness.

Castle Of Elf

In the Castle of Elf you will learn about the cruel fate of the Sleeping Prince, but you will also hear that an herb can awaken him and that Matoya has such an herb. By helping Matoya and the Prince you will earn entrance into the locked Treasure Vault.

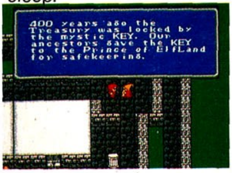


Treasure Chests

- ❶ Silver Hammer
- ❷ 400 G
- ❸ 330 G
- ❹ Copper Gauntlet

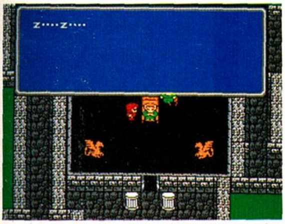
✢ The Sleeping Prince Holds The Key

Many years ago, the King of Coneria entrusted the Key to his treasure with the Elf Prince. To get this key the Light Warriors must somehow wake the Prince from his long sleep.



400 years ago the
Treasury was locked by
the mystic KEY. Our
ancestors gave the KEY
to the Prince of ElfLand
for safekeeping.

This wise man in Coneria tells you where to get the Key.



Z····Z····

✢ Unlocking The Mystery

The pieces of the puzzle fit like this: to wake the Prince you need a magic Herb; the Herb is held by Matoya; bring Matoya the Crystal that Astos stole and she will give you the Herb; defeat Astos to claim the Crystal, but first you must find his Crown in the Marsh Cave and return it to him. The road is a long one.

SPECIAL ITEM

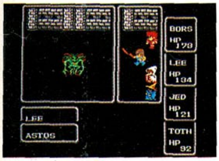
The Herb

Matoya's magical herb has the effect of counteracting the sleeping curse Astos put on the Prince.

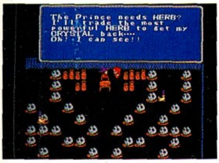
SPECIAL ITEM

The Key

The key will open any locked door, but you must awaken the Prince of Elfland to get it.

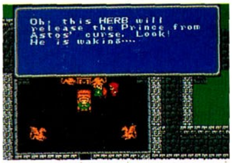


The Dark Elf must be defeated at Northwest Castle after you bring him his precious Crown. Only in this way can you win the Crystal stolen from the witch, Matoya, so long ago. See pgs. 22–23 for more details on this difficult task.



The Prince needs HERB?
I'll trade the most
powerful HERB to get my
CRYSTAL back····
Oh! I can see!!

With the Crystal in hand you'll return across the sea to the North. Seek out Matoya for the second time and give her the Crystal. Gratefully, she will in turn give you the Herb to awaken the sleeping Prince in Elfland.



Oh, this HERB will
release the Prince from
Astos' curse. Look!
He is waking····

Sail south once more with the Herb. Take it to the Castle Of Elf and wake up the Prince. He will revive, then award the Light Warriors with the mystic Key with which they can open locked doors and recover valuable treasures.

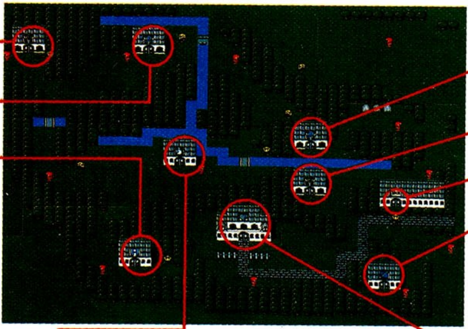
Table Of Weapons & Armor

Silver Hammer	W
2500 G (1250 G)	Damage : 12 Hit % : 5
Fi, Kn, Ni, WM, WW	

Copper Gauntlet	A
200 G (100 G)	Absorb : 2 Evade % : 3
Fi, Kn, Ni	

Elfland

The village of Elfland is known far and wide for its excellent weapons and armor. You'll also find Level 3 and Level 4 Magic Shops. Many elves will tell you about the fate of their Prince and give clues to help you find Astos.



Black Magic Shop
Level 4 Magic

White Magic Shop
Level 4 Magic

Armor Shop

Iron Armor 800 G ○ p.14
Copper Bracelet 1000 G
Iron Shield 100 G
Cap 80 G ○ p.11
Wooden Helmet 100 G

White Magic Shop
Level 3 Magic

Black Magic Shop
Level 3 Magic

Inn 100 G

Weapons Shop

Iron Nunchuck 200 G
Large Dagger 175 G
Iron Staff 200 G
Sabre 450 G
Silver Sword 4000 G

Item Shop

Heal Potion 60 G ○ p.10
Pure Potion 75 G ○ p.10
Tent 75 G ○ p.10
House 3000 G
Soft Potion 800 G

Clinic 200 G

WHITE MAGIC LEVEL 3

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
CUR2	1500 G	A warrior will recover from between 32 to 64 points of lost HP.	One Warrior	Kn,RM,RW,WM,WW	Yes
HRM2	1500 G	Inflicts between 40 to 160 damage points on all Undead enemies.	All Enemies	WM,WW	No
AFIR	1500 G	Reduces the damage to all Light Warriors from fire attacks by 25 to 50%.	All Warriors	Kn,RM,RW,WM,WW	Yes
HEAL	1500 G	The Light Warriors regain 12 to 24 points of HP each.	All Warriors	WM,WW	No

BLACK MAGIC LEVEL 3

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
FIR2	1500 G	The second fire spell inflicts between 30 to 120 damage points on each enemy.	All Enemies	Ni,RM,RW,BM,BW	Yes
HOLD	1500 G	Similar to SLEP, HOLD can put one enemy into a catatonic stupor.	One Enemy	Ni,RM,RW,BM,BW	No
LIT2	1500 G	The second lightning attack jolts all enemies, particularly those in the Water category.	All Enemies	Ni,RM,RW,BM,BW	Yes
LOK2	1500 G	Locks in your aim on all the enemies attacking, which increases your success.	All Enemies	Ni,RM,RW,BM,BW	No

Table Of Weapons & Armor

Iron Nunchuk	W	200 G (100 G)	Damage : 16 Hit % : 0	Ni, BB, Ma
Iron Staff	W	200 G (100 G)	Damage : 14 Hit % : 0	Fi, Kn, Ni, BB, Ma
Silver Sword	W	4000 G (2000 G)	Damage : 23 Hit % : 15	Fi, Kn, Ni, RM, RW
Iron Shield	A	100 G (50 G)	Absorb : 4 Evade % : 0	Fi, Kn, Ni
Large Dagger	W	175 G (87 G)	Damage : 7 Hit % : 10	Fi, Kn, Th, Ni, RM, RW BM, BW
Sabre	W	450 G (225 G)	Damage : 13 Hit % : 5	Fi, Kn, Th, Ni, RM, RW
Copper Bracelet	A	1000 G (500 G)	Absorb : 4 Evade % : 1	Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW
Wooden Helmet	A	100 G (50 G)	Absorb : 3 Evade % : 3	Fi, Kn, Ni

WHITE MAGIC LEVEL 4

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
PURE	4000 G	An antidote to poison. The magical equivalent of the Pure Potion.	One Warrior	RM,RW,WM,WW	Yes
FEAR	4000 G	Causes fear and loathing in some enemies. They may flee in terror.	All Enemies	WM,WW	No
AICE	4000 G	Helps protect all Warriors against icey attacks, reducing the effects by 25 to 50%.	All Warriors	RM,RW,WM,WW	Yes
AMUT	4000 G	Counteracts the MUTE spell of an enemy magic user, allowing you to use magic again.	One Warrior	RW,WM,WW	No

BLACK MAGIC LEVEL 4

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
SLP2	4000 G	The second and most powerful sleep spell is more effective than SLEP.	One Enemy	Ni,RM,RW,BM,BW	No
FAST	4000 G	Increases the number of hits per attack and counteracts SLOW.	One Warrior	Ni,RM,RW,BM,BW	Yes
CONF	4000 G	Confuses all enemies so much that they begin attacking each other.	All Enemies	Ni,RM,RW,BM,BW	No
ICE2	4000 G	A blizzard capable of 40 to 160 points of damage is hurled at all enemies.	All Enemies	Ni,RM,RW,BM,BW	Yes

Table Of Items

House

3000 G

Use the House when you're far from civilization. It saves the game and recovers the party's HP and Magic.

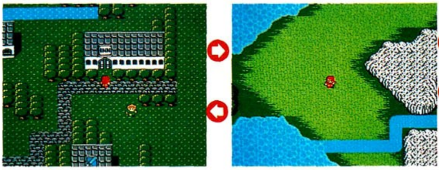
Soft Potion

800 G

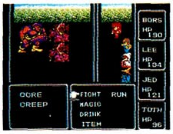
If turned to stone, a Light Warrior can become human again if he is given a dose of the Soft Potion.

✣ *Earn Ogre Gold The Easy Way*

To obtain the great weapons and high level magic spells in Elfland you'll need lots of gold. East of Elfland is a place where Ogres appear frequently. (See the map on p.18) Defeat the Ogres to win their gold.



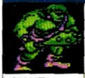
Battling Ogres can be exhausting. When your HP starts to drop, visit the Inn.



The combination of Ogres and Creeps in this area is great for building up your Levels as well as earning cold cash.

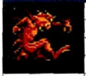
Chapter 2: Outer World Enemies

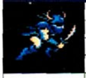
Wolf	○p.11
Grey Wolf	○p.11
Grey Imp	○p.13
Ogre	○p.13
Creep	○p.13
Asp	○p.13
Geist	○p.31
Arachnid	○p.30

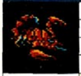
GREEN OGRE	
	132 HP 23–46 AP 282 EXP 300 G
GIANT	——
——	——

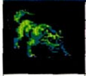
River Monsters

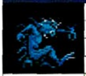
Hydra	○p.45
Caribe	○p.45
Ocho	○p.45
Gator	○p.45

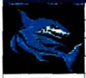
RED SAHAG	
	64 HP 15–30 AP 105 EXP 105 G
WATER	LIT
——	QAKE, FIRE

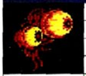
KYZOKU	
	50 HP 14–28 AP 60 EXP 120 G
——	——
——	QAKE

SCORPION	
	84 HP 22–44 AP: Po 225 EXP 70 G
——	——
——	——

WEREWOLF	
	68 HP 14–28 AP: Po 135 EXP 67 G
WERE	——
——	——

SAHAG	
	28 HP 10–20 AP 30 EXP 30 G
WATER	LIT
——	QAKE, FIRE

SHARK	
	120 HP 22–44 AP 267 EXP 66 G
WATER	LIT
——	QAKE, FIRE

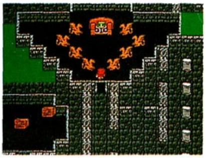
ODD EYE	
	10 HP 4–8 AP 42 EXP 10 G
WATER	LIT
STUN	QAKE, FIRE

Northwest Castle

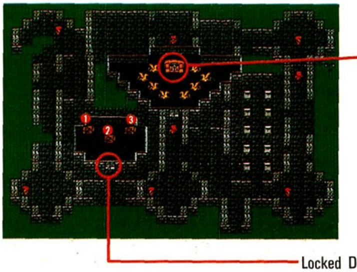
Visiting the ancient home of Astos is your next great task. At Level 4 or 5 you can reach the Northwest Castle. There a king claims that Astos has stolen his crown, but you are not yet strong enough to chase into the Marsh Cave after it. Wait until Level 8 or 9.

✣ The Nameless King

An Elf in Elfland warned you that Astos is in disguise. It is true. At first he seems to be a lonely monarch who has lost his crown.

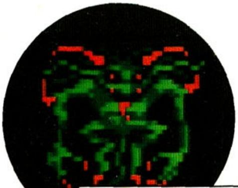


The only double-crossing going on here is by the mysterious king in Northwest Castle. His *command is one you must* obey, but his purpose is not noble in the least.



Treasure Chests

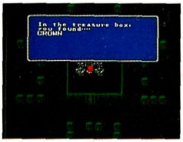
- ❶ Power Staff
- ❷ Falchon
- ❸ Iron Gauntlet



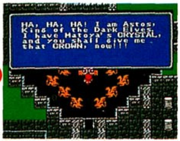
✣ The Dark Elf Exposed

Once you've battled through the Marsh Cave and recovered the missing Crown (see p.23) you'll return to Northwest Castle. Then Astos reveals himself as a wicked and powerful king and attacks the Light Warriors. As always, enter the fray with your maximum HP. The best attack strategy is to use FIR2, or FAST on Fighters and Black Belts.

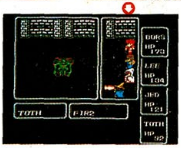
ASTOS	
HP : 168	AP : 26-52
EXP : 2250	G : 2000
RUB, SLO2 FAST, FIR2	LIT2, SLOW DARK, SLEP



In the treasure box,
you found····
CROWN



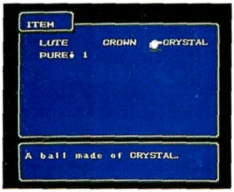
HA, HA, HA! I am Astos,
King of the Dark Elves.
I have Matoya's CRYSTAL,
and you shall give me
that CROWN, now!!!



TOTH FIR2

BORS HP 173
LEE HP 134
JED HP 121
TOTH HP 92

Your Black Mage or Red Mage can play an impor role in two ways. His FIR spell will hurt Astos direc and by using the FAST s on Fighters, Black Belts Thieves, they will inflict m greater damage. CUR2 will also *come in handy as Astos can in* more than 50 HP of damage o Light Warrior. You'll need to be to get wounded party members back on their feet.



ITEM

LUTE CROWN CRYSTAL
PURE 1

A ball made of CRYSTAL.

When you defeat Astos you will receive the Crystal. Take this to Matoya (p.13) *and exchange it for* the magical Herb that will wake up the Elf Prince.

SPECIAL ITEM

The Crystal

The Crystal *once belonged to* Matoya and helped her vision. Return it to her and you'll *receive the Herb to wake the* Prince.

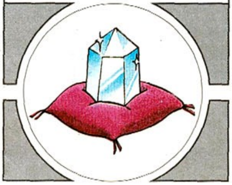


Table Of Weapons & Armor

Falchon	W
450 G (225 G)	Damage : 15 Hit % : 10
Fi, Kn, Th, Ni, RM, RW	

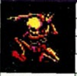
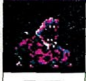
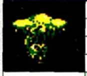
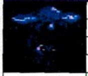
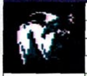
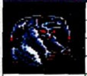
Power Staff	W
Found (12345 G)	Damage : 12 Hit % : 0
Fi, Kn, Ni, BB, Ma, WM, WW, BM, BW	

Iron Gauntlet	A
750 G (375 G)	Absorb : 4 Evade % : 5
Fi, Kn, Ni	

Marsh Cave

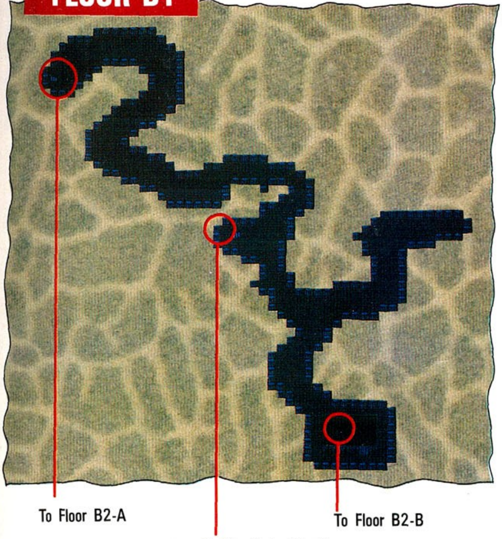
Here in the gloomy depths of the cave the Light Warriors face their first truly epic struggle. The enemies are fierce and strong and it's not easy to complete it on your first trip. The single most important tip is to take 99 Heal Potions!

Enemies In The Marsh Cave

RED BONE		CRAWL		SCUM		MUCK		SHADOW		GARGOYLE	
	144 HP 26–52 AP 378 EXP 378 G		84 HP 1–2 AP: Sn 186 EXP 200 G		24 HP 1–2 AP: Po 84 EXP 20 G		76 HP 30–60 AP 255 EXP 70 G		50 HP 10–20 AP: Da 90 EXP 45 G		80 HP 12–24 AP 132 EXP 80 G
UNDEAD	FIRE, HARM	—	—	—	ICE, FIRE	—	LIT	UNDEAD	FIRE, HARM	—	—
—	ICE, RUB, BANE, BRAK, STUN, SLEP	—	—	—	QAKE, LIT, RUB, BANE, BRAK, STUN, SLEP	—	QAKE, ICE, FIRE, RUB, BANE, BRAK, STUN, SLEP	—	QAKE, ICE, RUB, BANE, STUN, SLEP	—	QAKE

Zombie	➲ p.11
Ghoul	➲ p.11
Bone	➲ p.11
Spider	➲ p.11
Arachnid	➲ p.30
Were Wolf	➲ p.21
Grey Wolf	➲ p.11
Scorpion	➲ p.21
Wizard	➲ p.31

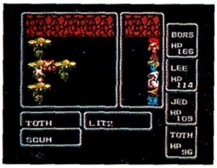
FLOOR B1


To Floor B2-A
To Floor B2-B
To The Outer World

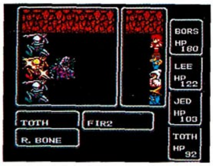
⚜ Surviving The Marsh Cave

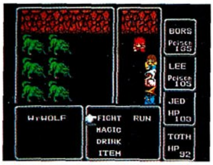
Staying alive long enough to get in and out of the Marsh Cave with Astos' Crown is no easy task. Your Level 3 Magic spells will help. CUR2, FIR2, LIT2 and HRM2 are all excellent. Also stock up on Heal and Pure Potions—as many as you can carry.

Scum are amazingly resistant to attacks from weapons. LIT2 is your best offense against these monsters and their relatives, the Mucks and Slimes and Oozes.


BORS HP 166
LEE HP 114
JED HP 109
TOTH HP 96
TOTH
LIT2
SCUM

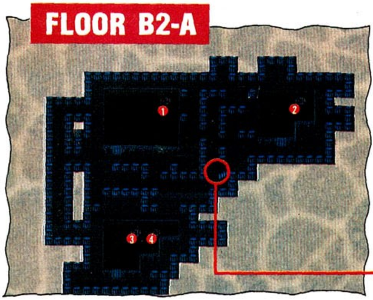
Undead creatures like the Bone and Red Bone won't last long when attacked by Fire and Harm spells. Weapon attacks can be effective as well.


BORS HP 180
LEE HP 122
JED HP 103
TOTH HP 92
TOTH
FIR2
R. BONE


BORS Poison 135
LEE Poison 105
JED HP 103
TOTH HP 92
WrWOLF
FIGHT
RUN
MAGIC
DRINK
ITEM

Monsters with poison bites are not a problem provided that you have brought along plenty of Pure Potion. If you haven't, every step taken by poisoned warriors weakens them.

FLOOR B2-A

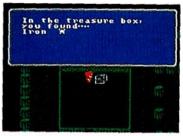

1
2
3
4
To Floor B1

Treasure Chests

- ❶ Empty
- ❷ Large Dagger ○ p.20
- ❸ Empty
- ❹ 620 G

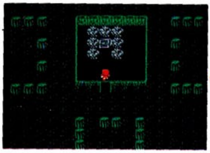
✢ *Playing It Safe*

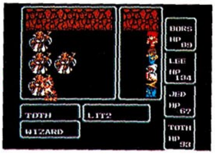
Don't try to find all the treasure on your first trip. Take along a few Houses and use them just outside the cave entrance. Head back out when your HP gets low.

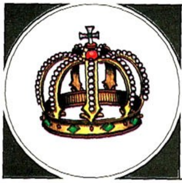

In the treasure box,
you found…
Iron ⚔

✢ *The Crown*

You'll find Wizards protecting the Crown of Astos. LIT2 is your best magic attack, but your real strength is with weapons and defensive spells like MUTE and INVS.




BORS
HP 89
LEE
HP 134
JED
HP 67
TOTH
HP 93
TOTH
LIT2
WIZARD

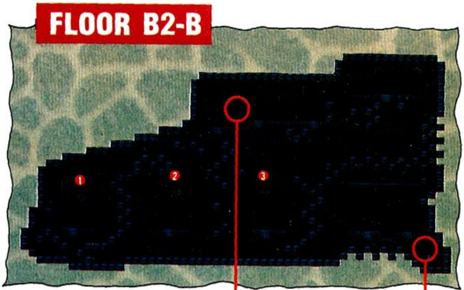


SPECIAL ITEM

Astos, Crown

Astos' Crown was stolen by wizards. Return it to the Dark Elf.

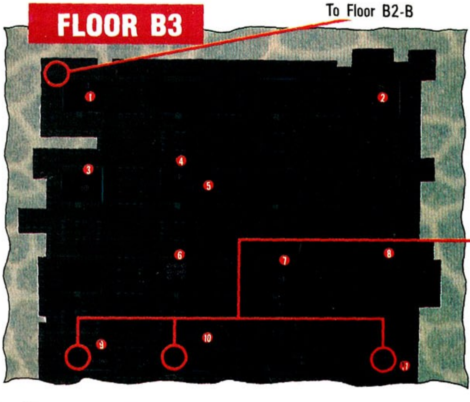
FLOOR B2-B


1
2
3
To Floor B1
To Floor B3

Treasure Chests

- ❶ 680 G
- ❷ Short Sword ○ p.14
- ❸ Empty

FLOOR B3


To Floor B2-B
1
2
3
4
5
6
7
8
9
10
11
Locked Doors

Treasure Chests

- ❶ Iron Armor ○ p.14
- ❷ 295 G
- ❸ Copper Bracelet ○ p.19
- ❹ House ○ p.21
- ❺ Empty
- ❻ Crown
- ❼ 385 G
- ❽ Empty
- ❾ Silver Bracelet
- ❿ Silver Knife
- ⓫ 1020 G

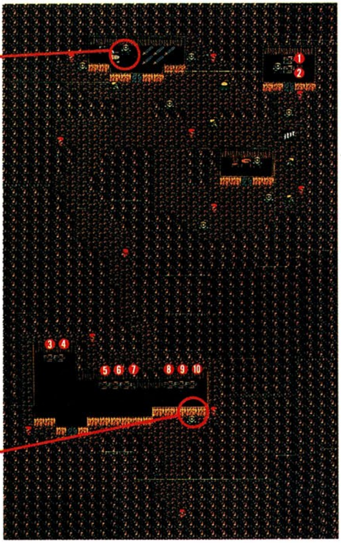
Table Of Weapons & Armor

Silver Knife	W
800 G (400 G)	Damage : 10 Hit % : 15
Fi, Kn, Th, Ni, RM, RW, BM, BW	

Silver Bracelet	A
5000 G (2500 G)	Absorb : 15 Evade % : 1
Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW	

Dwarf Cave

The industrious Dwarves are busy in their subterranean home. Here you will find much treasure and information. This is also where you meet Nerrick, who can help you reach the Western Sea.

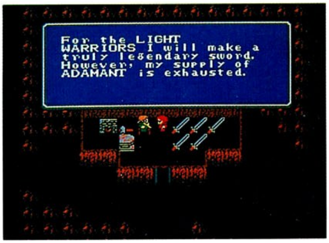


Treasure Chests

❶	450 G	
❷	575 G	
❸	Cabin	➡p.14
❹	Iron Helmet	
❺	Dragon Sword	
❻	Silver Knife	➡p.24
❼	Wooden Helmet	➡p.20
❽	Silver Armor	
❾	575 G	
❿	House	➡p.21

✤ *The Blacksmith Needs Adamant*

If you can bring a precious mineral called Adamant to the Blacksmith, he will forge for you the ultimate sword. It won't happen soon, however. See Chapter 7, p. 72.

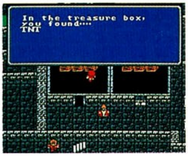


For the LIGHT WARRIORS I will make a truly legendary sword. However, my supply of ADAMANT is exhausted.

Remember that the Blacksmith requires Adamant if he is to make the sword Xcalber.

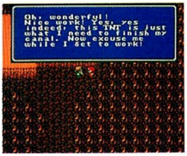
✤ *Nerrick Needs The T.N.T.*

Nerrick, the Dwarfs' chief engineer, is opening a channel between the Western Sea and the Aldi Sea. It is the only way you will be able to reach Melmond in the far West.



In the treasure box, you found... TNT

With the Key you received after waking the Elf Prince, go to Coneria for the T.N.T.



Oh, wonderful! Nice work! Yes, yes indeed, this TNT is just what I need to finish my canal. Now excuse me while I get to work!

Nerrick will take the T.N.T. and put it to good use. Now you should head west for Melmond.

Sail to a new sea and new adventures.

Table Of Weapons & Armor

Dragon Sword	W
Found (4000 G)	Damage : 19 Hit % : 15
Fi, Kn, Th, Ni, RM, RW	
Particularly effective against dragons.	SPECIAL EFFECT

Iron Helmet	A
450 G (225 G)	Absorb : 5 Evade %: 5
Fi, Kn, Ni	

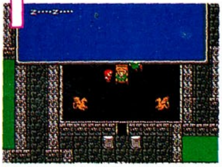
Silver Armor	A
7500 G (3750 G)	Absorb : 18 Evade %: 8
Fi, Kn, Ni, RM, RW	

Xcalber	W
Found (30000 G)	Damage : 45 Hit % : 35
Kn	

Chapter 2

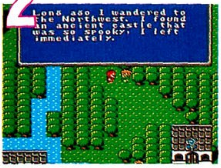
Summary of Events

1 CASTLE OF ELF


Z····Z····

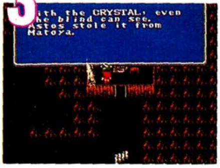
Learn what happened to the sleeping Prince when you visit the castle.

2 ELFLAND


Long ago I wandered to
the Northwest. I found
an ancient castle that
was so spooky, I left
immediately.

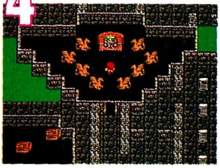
You'll find information about Astos in the village. You should buy better weapons and armor with gold won from Ogres.

3 DWARF CAVE


ith the CRYSTAL, even
he blind can see.
Astos stole it from
Matoya.

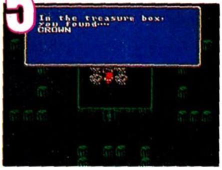
A quick trip to the Dwarf Cave reveals that Astos stole the Crystal from Matoya, which she needs to regain her sight.

4 NORTHWEST CASTLE



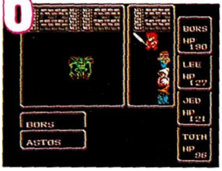
Meet the King who has lost his Crown. He commands you to get it back from the Marsh Cave.

5 MARSH CAVE


In the treasure box,
you found····
CROWN

When the Light Warriors have reached Level 8 or 9 they should head to the Marsh Cave and explore cautiously.

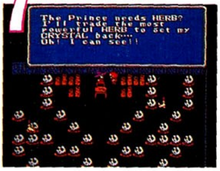
6 NORTHWEST CASTLE


BORS
ASTOS

BORS HP 190
LEE HP 127
JED HP 121
TOTH HP 96

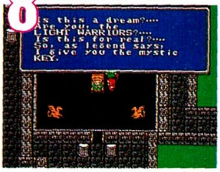
Return the Crown to the King who turns out to be Astos. Battle Astos and win the Crystal.

7 MATOYA'S CAVE


The Prince needs HERB?
I'll trade the most
powerful HERB to get my
CRYSTAL back···
Oh! I can see!!

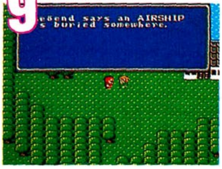
Return to the North bringing the Crystal to Matoya. She rewards the Light Warriors with a special Herb.

8 CASTLE OF ELF


Is this a dream?····
Are you, the
LIGHT WARRIORS?····
Is this for real?····
So, as legend says,
I give you the mystic
KEY.

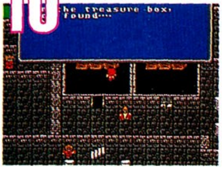
Wake up the Prince using the Herb. In gratitude, he will give you the Key that opens the locked treasure vaults.

9 ELFLAND


egend says an AIRSHIP
s buried somewhere.

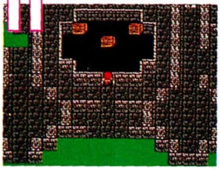
Back in Elfland one of the citizens tells of a ship that flies through the air.

10 CASTLE CONERIA


he treasure box,
found····

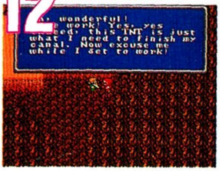
Open the treasure vaults with the Key. Here you will find gold and some special items including T.N.T.

11 NORTHWEST CASTLE



Return to the ruins of the Northwest Castle. Unlock the locked doors and collect Astos' hidden treasure.

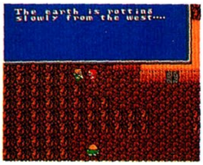
12 DWARF CAVE


h, wonderful!
e work! Yes, yes
ed, this TNT is just
what I need to finish my
canal. Now excuse me
while I get to work!

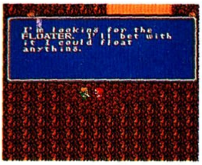
Meet Nerrick and give him the T.N.T. With the explosives he will blast a channel to the Western Sea.

Unsolved Mysteries

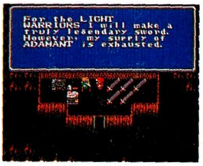
As you venture further, you become aware of greater mysteries. Where is the source of the Earth's rot? How do you get the Floater Stone and the Airship?


The earth is rotting
slowly from the west····

Now that you have access to the Far West you'll be able to search for the Earth Cave.


I'm looking for the
FLOATER. I'll bet with
it I could float
anything.

If the Floater truly can lift any object then it is a mighty instrument indeed.


For the LIGHT
WARRIORS I will make a
truly legendary sword.
However, my supply of
ADAMANT is exhausted.

You will search long and hard before coming across the mineral called Adamant.

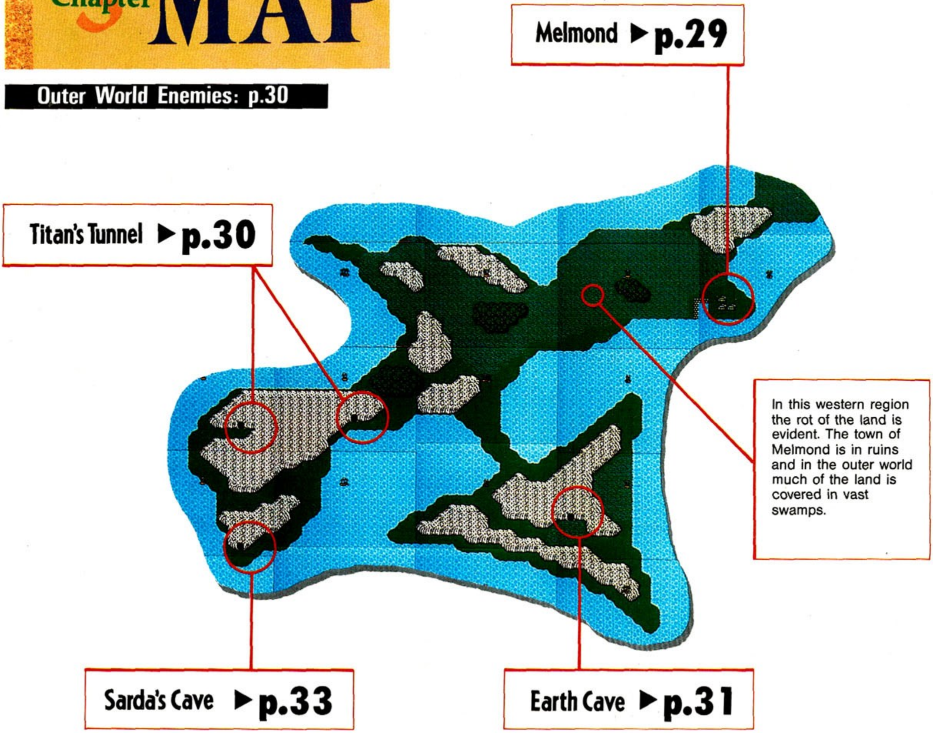
Chapter 3

The Rotting Earth

Now the Light Warriors have passed beyond the inner lands to the great Western Sea. Here they will encounter the first of the four elemental forces and enemies far stronger than any they have met up to now. The once beautiful town of Melmond is a source of information, magic, weapons and a place to recover strength.

Chapter 3 MAP

Outer World Enemies: p.30



In this western region the rot of the land is evident. The town of Melmond is in ruins and in the outer world much of the land is covered in vast swamps.

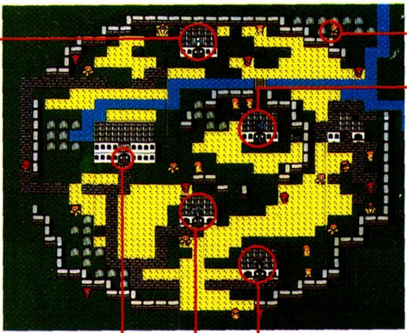
The Dying Earth

In ages past the town of Melmond was known as a seat of learning, a city of peaceful traders and beautiful gardens on the western border of civilization. But when the light was drained from the four orbs, Melmond suffered greatly, perhaps more than any other town. The rich soil underfoot turned to clay. The plants died. People moved away to seek a living in more hospitable lands. Some of the braver citizens sought the source of the rot, wandering further afield until they reached the black mouth of a cavern far south of Melmond. There they heard of the coming of Lich, the Fiend of the Earth, but none returned to tell the tale.

For an age Lich had remained buried in the cool bosom of the Earth, waiting for his time of ascendance. When light drained from the orbs, Lich sensed it and he stirred. Creeping from his dark hole, the foul breath of his passing turned all it touched into poison. The rot spread across the land like a brush fire. It was the beginning of the end, and Lich rejoiced.

Melmond

Talk of Vampires and Titans is rampant in Melmond, but there is much truth in the words. Learn about Sarda, the Sage, and the Vampire who lives in the Earth Cave. The Steel Armor for sale here is one of the best buys anywhere for your Fighter. Also, be sure to meet Dr. Unne.



Armor Shop

Steel Armor	45000 G
Silver Bracelet	5000 G ○ p.24
Iron Helmet	450 G ○ p.25
Copper Gauntlet	750 G ○ p.19
Iron Gauntlet	750 G ○ p.22

Dr. Unne

Weapons Shop

Iron Staff	200 G ○ p.20
Sabre	450 G ○ p.20
Long Sword	1500 G
Falchon	450 G ○ p.22

Inn 100 G

White Magic Shop Level 5

Black Magic Shop Level 5

WHITE MAGIC LEVEL 5

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
CUR3	8000 G	A warrior will recover between 64 and 128 points of lost HP.	One Warrior	RM,RW,WM,WW	Yes
LIFE	8000 G	Revives a dead warrior, but does not work during battle. HP only recovers by 1.	One Warrior	RW,WM,WW	Yes
HRM3	8000 G	Inflict between 60 and 240 points of damage to all Undead monsters.	All Enemies	WM,WW	No
HEL2	8000 G	Revitalize each Warrior with 24 to 48 points of regained HP.	All Warriors	WM,WW	No

BLACK MAGIC LEVEL 5

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
FIR3	8000 G	The strongest fire spell causes damage of 50 to 200 points.	All Enemies	RM,RW,BM,BW	Yes
BANE	8000 G	A poisonous cloud descends on all your enemies, utterly defeating many of them.	All Enemies	RW,BM,BW	No
WARP	8000 G	The Light Warriors are magically transported to the previous level of a dungeon.	All Warriors	RW,BM,BW	Yes
SLO2	8000 G	The most powerful Slow spell leaves the enemy mindless and ineffective.	One Enemy	RM,RW,BM,BW	No

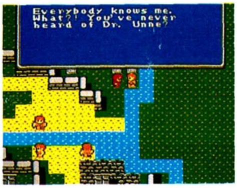
Table Of Weapons & Armor

Long Sword	W
1500 G (750 G)	Damage : 20 Hit % : 10
Fi, Kn, Ni, RM, RW	

Steel Armor	A
45000 G (22500 G)	Absorb : 34 Evade % : 33
Fi, Kn	

✤ *Assist Dr. Unne And He Will Help You*

Later in the game you will have a chance to help Dr. Unne in his language studies. Dr. Unne will then help you proceed to the final stage. (See p.61)

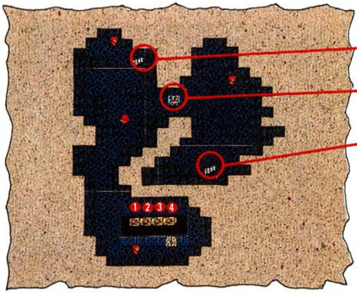


Everybody knows me.
What?! You've never
heard of Dr. Unne?

Titan's Tunnel

Once you have won the Ruby from the Vampire (see p.32) you should seek out Sarda, the Sage. To get there you must pass through the Titan's Tunnel. The only way to do this is to feed the Ruby to the hungry Titan.

Enemies In The Titan's Tunnel	
Green Ogre	➲p.21
Ogre	➲p.13
Grey Wolf	➲p.11
Tiger	➲p.51
Arachnid	➲p.30

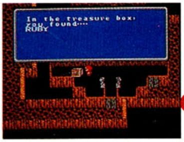


Treasure Chests

- ❶ Silver Helmet
- ❷ 450 G
- ❸ 620 G
- ❹ Great Axe

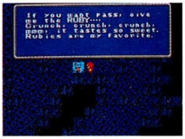
Getting Past The Titan

To bribe the Titan into letting you pass, you'll need the Ruby. The Ruby is kept by the Vampire in the Earth Cave. Find him on the 3rd Level of the Earth Cave and defeat him (see p.32) then bring the Ruby to the Titan.



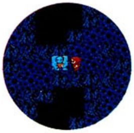
In the treasure box, you found.... RUBY

A victory over the Vampire will win the Ruby for the Light Warriors.



If you want pass, give me the RUBY.... Crunch, crunch, crunch, mmm, it tastes so sweet. Rubies are my favorite.

Once the Titan has gobbled up the Ruby, you will be free to move on.



It is impossible to fight your way past the Titan or to catch him napping. The Ruby is your key.

Table Of Weapons & Armor

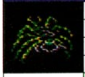
Great Axe	W
Found (1000 G)	Damage : 22 Hit % : 5
Fi, Kn, Ni	

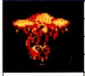
Silver Helmet	A
250 G (125 G)	Absorb : 6 Evade % : 3
Fi, Kn, Ni	

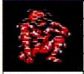
Chapter 3: Outer World Enemies

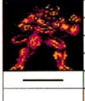
Shadow	**➲p.23**	**Grey Wolf**	**➲p.11**
Image	**➲p.31**	**Wolf**	**➲p.11**
Tiger	**➲p.51**	**Earth**	**➲p.31**
Ghoul	**➲p.11**	**Asp**	**➲p.13**
Geist	**➲p.31**	**Ogre**	**➲p.13**
Giant	**➲p.31**	**Creep**	**➲p.13**

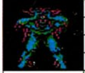
Sea Creatures	
Sahag	**➲p.21**
Red Sahag	**➲p.21**
Shark	**➲p.21**
Kyzoku	**➲p.21**
OddEye	**➲p.21**

ARACHNID	
	64 HP 5-10 AP:Po 141 EXP 50 G
—	—
—	—

OOZE	
	76 HP 32-64 AP 252 EXP 70 G
—	ICE, FIRE
—	QAKE, LIT, RUB, BANE, BRAK, STUN, SLEP

MUMMY	
	80 HP 30-60 AP:Sl 300 EXP 300 G
UNDEAD	FIRE, HARM
—	ICE, RUB, BANE, BRAK, STUN, SLEP

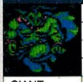
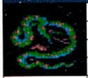
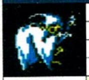
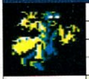
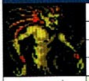
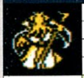
BULL	
	164 HP 22-44 AP 489 EXP 489 G
—	—
—	—

TROLL	
	184 HP 24-48 AP 621 EXP 621 G
—	FIRE
—	—

Earth Cave

Two major tasks await you in the Earth Cave, but the dangers are countless. First you must seek out the Vampire and win the Ruby. Second, Lich, the Earth Fiend, must be defeated. Sarda can help you with this final task. There is also a place to earn great wealth.

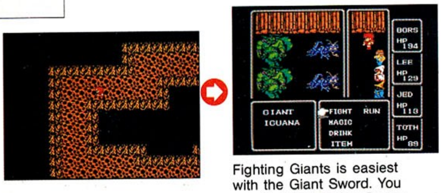
Enemies In The Earth Cave

GIANT	COBRA	IMAGE	GEIST	EARTH	WIZARD
					
240 HP	80 HP	86 HP	56 HP	288 HP	84 HP
38–76 AP	22–44 AP	22-44 AP: Sn	8–16 AP:Sn	66–132 AP	30–60 AP
879 EXP	165 EXP	231 EXP	117 EXP	1536 EXP	276 EXP
879 G	50 G	231 G	117 G	768 G	300 G
GIANT	DRAGON	UNDEAD	UNDEAD	—	WATER
—	—	FIRE, HARM	FIRE, HARM	FIRE	LIT
—	—	—	—	—	—
—	—	QAKE, ICE, RUB, BANE, STUN, SLEP	ICE, RUB, BANE, BRAK, STUN, SLEP	QAKE, LIT, ICE, RUB, BANE, BRAK, STUN, SLEP	ICE, FIRE, BANE, BRAK, STUN, SLEP

Bull	➲p.30
Asp	➲p.13
Ogre	➲p.13
Green Ogre	➲p.21
Gargoyle	➲p.23
Spider	➲p.11
Arachnid	➲p.30
Mummy	➲p.30
Grey Wolf	➲p.11
Were Wolf	➲p.21
Troll	➲p.30
Specter	➲p.43
Coctrice	➲p.43
Ooze	➲p.30

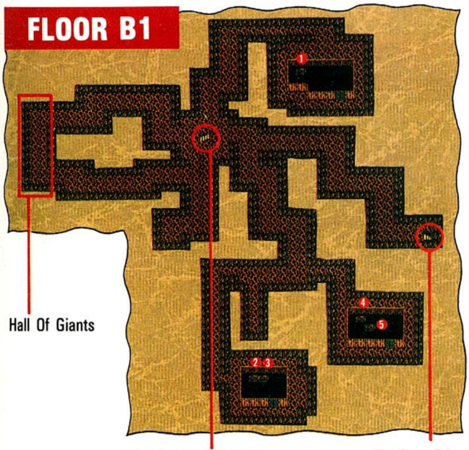
⚜ *Earn A Fortune*

In this branching corridor you will encounter Giants at every step. With each victory you will earn 879 Gold (per Giant!) and 879 Experience Points.


BORS
HP 194
LEE
HP 129
JED
HP 113
TOTH
HP 89
GIANT
IGUANA
FIGHT
RUN
MAGIC
DRINK
ITEM

Fighting Giants is easiest with the Giant Sword. You can find that in the Gurgu Volcano (p. 40) and return to earn Gold here.

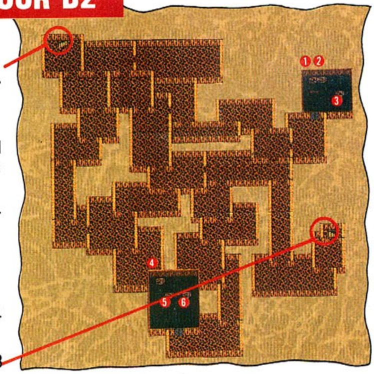
FLOOR B1


1
2 3
4
5
Hall Of Giants
To The Outer World
To Floor B2

Treasure Chests

- ① 1975 G
- ② 880 G
- ③ Heal Potion ➲p.10
- ④ Pure Potion ➲p.10
- ⑤ 795 G

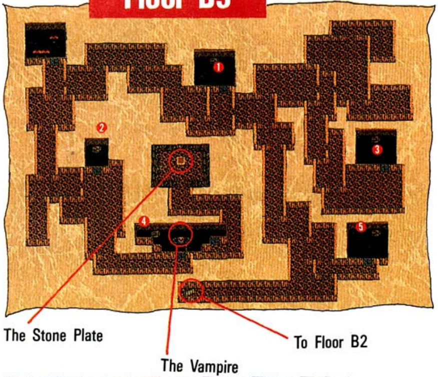
FLOOR B2


To Floor B1
1 2
3
4
5 6
To Floor B3

Treasure Chests

- ① Coral Sword ➲p.33
- ② Cabin ➲p.14
- ③ 330 G
- ④ 5000 G
- ⑤ Wooden Shield ➲p.14
- ⑥ 575 G

Floor B3


❶
❷
❸
❹
❺
The Stone Plate
The Vampire
To Floor B2

Treasure Chests

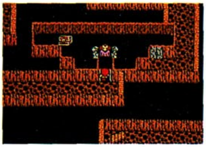
❶	3400 G
❷	1020 G
❸	Heal Potion ○p.10
❹	Ruby
❺	Tent ○p.10

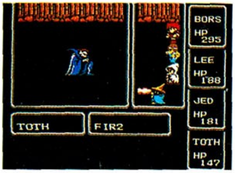
✣ The Ruby

Take the Vampire's Ruby to the Titan in the tunnel. (See p.30.)

✣ Vanquish The Vampire

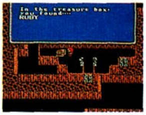
Like all vampires, this one can be defeated through the use of garlic, wooden stakes or fire. Unfortunately, there are no garlic cloves or stakes handy. Use your FIR2 to inflict the greatest damage. Harm spells also work well.




BORS
HP 295
LEE
HP 188
JED
HP 181
TOTH
HP 147
TOTH
FIR2

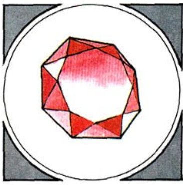
The Dazzle magic of the Vampire can stun a warrior and put him out of action. MUTE and SLEP won't work as a defense, but INVS may keep the Dazzle spell from being effective.

VAMPIRE	
HP : 156	AP : 76-152
EXP : 1200	G : 2000
Undead	FIRE, HARM
Dazzle (Sn)	QAKE, ICE, RUB, BANE, BRAK, SLEP, STUN



In the treasure box: you found... RUBY

The Ruby is a valuable reward for your victory.

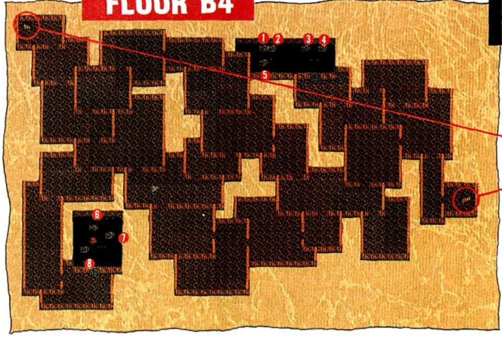


SPECIAL ITEM

Ruby

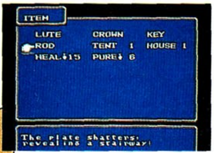
Rubies taste great and are less filling than regular gems.

FLOOR B4

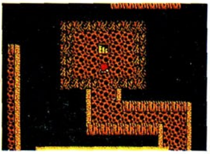

❶
❷
❸
❹
❺
❻
❼
❽
To Floor B5
To Floor B3

✣ An Immovable Stone Plate

To pry up the Stone Plate you'll need a sturdy rod to use as a lever. Sarda, who lives beyond the Titan's Tunnel has such a tool.


ITEM
LUTE
CROWN
KEY
ROD
TENT 1
HOUSE 1
HEAL 15
PURE 6

The plate shatters, revealing a stairway!

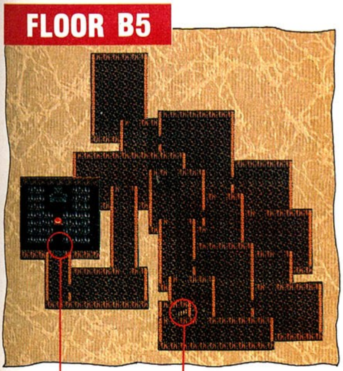


Using the Rod you'll be able to lift the heavy Stone Plate. Revealed below it is a passage to the deeper levels of the Earth Cave.

Treasure Chests

❶	5450 G
❷	1520 G
❸	Wooden Staff ○p.10
❹	3400 G
❺	1455 G
❻	1250 G
❼	Silver Shield
❽	Cabin ○p.14

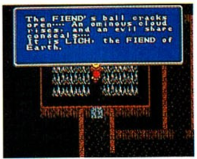
FLOOR B5

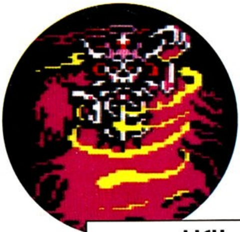

To Floor B4

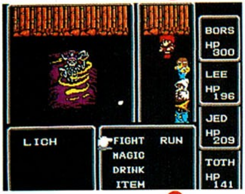
The Fiend's Orb
Lich, The Earth Fiend

✣ Lich, The Earth Fiend Has A Bag Of Tricks

Lich can use STOP, ZAP, NUKE and other strong spells. Your best move is to enter his room with full HP and boost your fighting warriors with FAST. Harm spells and Fire spells will also cause damage. AFIR is a good defensive spell to protect against NUKE while CUR2 will help warriors recover HP in battle.


The FIEND's ball cracks open…. An ominous cloud rises, and an evil shape congeals…. It is LICH, the FIEND of Earth.





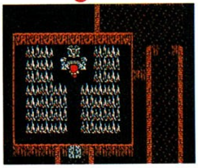

After defeating the Earth Fiend move forward and touch the black orb. You will be transported out of the Earth Cave.

Table Of Weapons & Armor

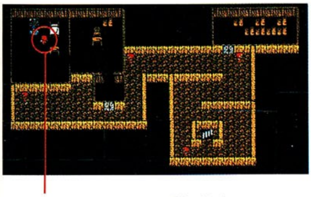
Silver Shield	A
2500 G (1250 G)	Absorb : 8 Evade %: 0
Fi, Kn, Ni	

Coral Sword	W
Found (4000 G)	Damage : 19 Hit % : 15
Fi, Kn, Th, Ni, RM, RW	
SPECIAL EFFECT Particularly effective against water monsters.	

LICH	
HP : 400	AP : 40-80
EXP : 2200	G : 3000
ICE2, SLP2 FAST, LIT2 HOLD, FIR2 SLOW, SLEP	FIRE
	ICE, RUB, BANE, STUN, SLEP, BRAK

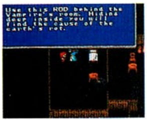
Sarda's Cave

Having won the Ruby and passed through the Titan's Tunnel, you will find the cave of Sarda and the old sage inside. He will give you a Rod, which can be used as a lever on the Stone Plate in the Earth Cave.


Visit Sarda And Claim The Rod.

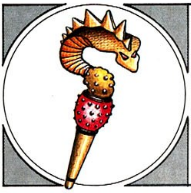
✣ The Rod Opens The Way

With the Rod, return to the Earth Cave and pry open the Stone Plate. It is the only way to reach the lowest levels of the cavern.


Use this ROD behind the Vampire's room. Hiding deep inside you will find the cause of the earth's rot.

Sarda describes how the Rod is used and hints at the presence of Lich, who has caused the rot.

SPECIAL ITEM



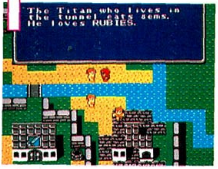
The Rod

The Rod gives you the strength of a dozen men, enough to lift the heavy Stone Plate.

Chapter 3

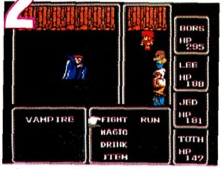
Summary of Events

1 MELMOND


The Titan who lives in
the tunnel eats gems.
He loves RUBIES.

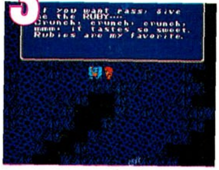
Gather information in this western port and buy strong armor. Bring plenty of Heal Potion from Coneria.

2 THE EARTH CAVE


BORS
HP 295
LEE
HP 188
JED
HP 181
TOTH
HP 147
VAMPIRE
FIGHT
RUN
MAGIC
DRINK
ITEM

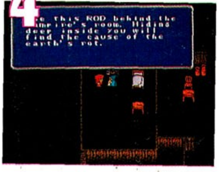
Seek out the Vampire deep in the cave and do battle with him for the Ruby.

3 TITAN'S TUNNEL


f you want pass, give
e the RUBY....
Crunch, crunch, crunch,
mmm, it tastes so sweet.
Rubies are my favorite.

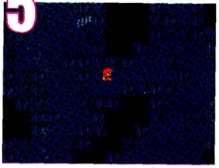
Give the Ruby to the Titan, who loves them for lunch, and he will let the Light Warriors pass through his cave.

4 SARDA'S CAVE


e this ROD behind the
mpire's room. Hiding
deep inside you will
find the cause of the
earth's rot.

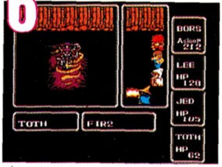
Speak to Sarda, the sage, and he will give you The Rod–a tool that helps you lift the Stone Plate in the Earth Cave.

5 TITAN'S TUNNEL



Return to the Earth Cave via the Titan's Tunnel. Make sure to collect treasure in the treasure vault in the tunnel.

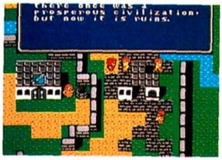
6 EARTH CAVE


BORS
Asleep 212
LEE
HP 128
JED
HP 105
TOTH
HP 62
TOTH
FIR2

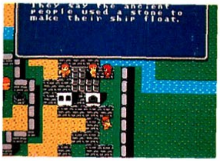
Lift the Stone Plate and venture into the depths of the cave. Battle Lich, the Earth Fiend. If you win, an orb will shine again.

Unsolved Mysteries

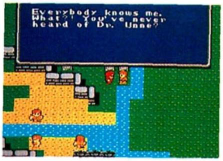
What are these tales of a great civilization in the Far North and of the Floater, a stone that defies gravity? They sound more like rumors than reality, but in following the trail of myths you may find them.


There once was a
prosperous civilization,
but now it is ruins.

If only one could reach this ancient civilization one might find powerful help for the battles to come.


They say the ancient
people used a stone to
make their ship float.

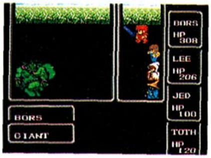
A Floating Stone and a flying ship are just two of the wonders that lie ahead.


Everybody knows me.
What?! You've never
heard of Dr. Unne?

Dr. Unne has travelled to the Far North once himself, but he needs someone else to go now.

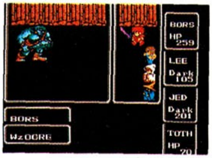
Battle Techniques

The further you go in Final Fantasy, the more weapons you will find hidden deep in treasure chests. It is important to know which ones to keep. The Giant Sword, for instance, is very powerful against enemies in the Giant family.


BORS
HP 308
LEE
HP 206
JED
HP 100
TOTH
HP 120
BORS
GIANT

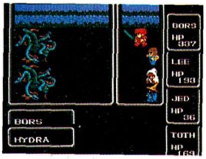
With the Giant Sword you can earn lots of Gold.

The Rune Sword works like magic against creatures that use magic. Look in the tables of enemies to determine if a monster is classified as a magic user.


BORS
HP 259
LEE
Dark 105
JED
Dark 201
TOTH
HP 20
BORS
WzOGRE

It takes a special weapon to turn aside a magic spell.

Another specialty weapon, the Dragon Sword comes into play more and more near the end of your quest, where you will encounter dragons. Special swords can be used for fighting other monster families, too, but they lack the strength of normal swords.


BORS
HP 337
LEE
HP 193
JED
HP 36
TOTH
HP 169
BORS
HYDRA

Although the watery Hydra doesn't breathe flames, it is a member of the Dragon family.

Chapter 4

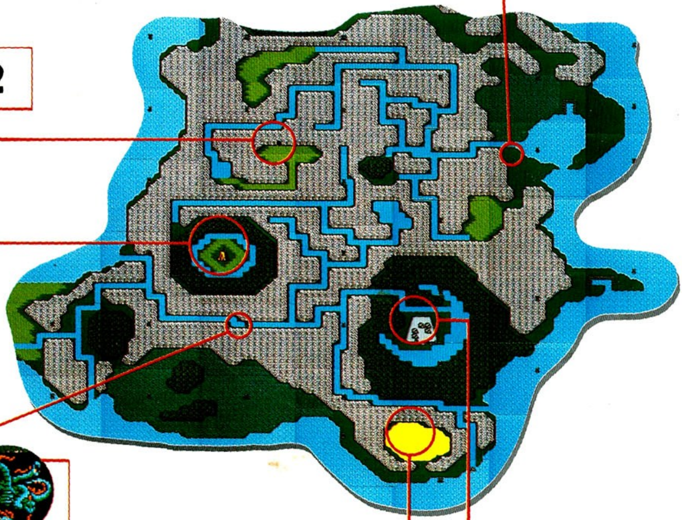
Warriors In The Sky

The Light Warriors now turn their attention to the East. There they will find a land of many rivers, a great volcano, a cave of ice and a desert. Finally they meet Lukahn who foresaw their coming and learn of still more mysteries from the wise Circle of Sages in the town of Crescent Lake.

Chapter 4 MAP

Outer World Enemies: p.45

To reach the Ice Cave you must weigh anchor in the mouth of the river and use the canoe to sail inland.



Ice Cave ▶ p.42

Gurgu Volcano ▶ p.39

Ryukahn Desert ▶ p.45

Crescent Lake ▶ p.37

River monsters attack as the Light Warriors paddle upstream. Magic will do little good, so concentrate on fighting with weapons.

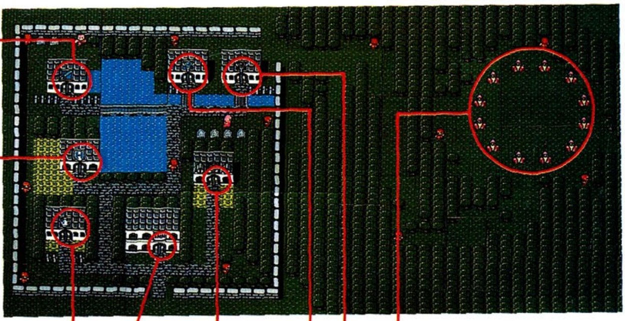
The Ancients

Hundreds of years ago a great civilization in the North created magical objects that could do wondrous things. One of these objects was the Floater Stone. It was able to suspend gravity around a much larger object, say a castle or a ship. And indeed with the power of the Floater the ancients built castles in the sky and flying ships.

But 400 hundred years ago a terror appeared in the skies of the North. The wonderful ships and castles of men began dropping from the air like stones. Fearing that their magic would be utterly destroyed by this new force of evil, one brave band set out in the last remaining airship. They flew to the South where the fiend of the wind had not yet come, and there they hid their great treasure. The airship was buried in the dunes of a scorching desert while the Floater that powered the ship was taken to a cave of ice. As the men made their way back to the North, they were lost at sea, as was their precious knowledge.

Crescent Lake

The Silversmiths of Crescent Lake are renowned for their fine work. Both weapons and armor are available here. Most important are the Sages. Lukahn and the Sages have much to tell you about the four fiends afflicting the Earth, and Lukahn gives you the canoe.



Weapons Shop

Silver Knife 800 G	○p.24
Silver Sword 4000 G	○p.20
Silver Hammer 2500 G	○p.19
Silver Axe 4500 G	

Armor Shop

Silver Armor 7500 G	○p.29
Silver Shield 2500 G	○p.33
Buckler 2500 G	
Silver Helmet 2500 G	○p.30
Silver Gauntlet 2500 G	

Item Shop

Heal Potion 60 G	○p.10
Pure Potion 75 G	○p.10
Cabin 250 G	○p.14
House 3000 G	○p.21

Clinic 400 G

Inn 200 G

Circle Of Sages

Black Magic Shop
Level 6 Magic

White Magic Shop
Level 6 Magic

WHITE MAGIC LEVEL 6

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
SOFT	20000 G	A warrior who has been turned to stone will be restored to a normal state.	One Warrior	WM,WW	No
EXIT	20000 G	Transport all the warriors from the depths of any dungeon except during a battle.	All Warriors	RW,WW	Yes
FOG2	20000 G	All the warriors' defensive armor rating is increased by 12 points.	All Warriors	RW,WM,WW	No
INV2	20000 G	Hidden from view, all the warriors are subject to a 40% decrease in the enemy attack.	All Warriors	RW,WM,WW	Yes

BLACK MAGIC LEVEL 6

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
LIT3	20000 G	Strongest lightning spell damages all enemies from between 60 to 240 points.	All Enemies	BM,BW,RW	Yes
RUB	20000 G	Erases an enemy completely, but does not work on Undead monsters.	One Enemy	BM,BW	Yes
QAKE	20000 G	Chasms open wide in the ground and swallow all the enemies whole.	All Enemies	BM,BW	No
STUN	20000 G	An enemy with up to 300 HP will be paralized, making it an easy target.	One Enemy	BM,BW	No

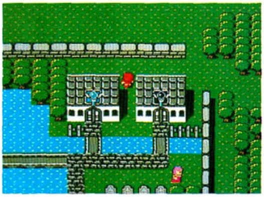
Table Of Weapons & Armor

Silver Axe	W
4500 G (2250 G)	Damage : 25 Hit % : 10
Fi, Kn, Ni	

Buckler	A
2500 G (1250 G)	Absorb : 2 Evade % : 0
Fi, Kn, Th, Ni, RM, RW	

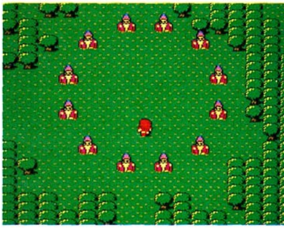
Silver Gauntlet	A
2500 G (1250 G)	Absorb : 6 Evade % : 3
Fi, Kn, Ni, RM	

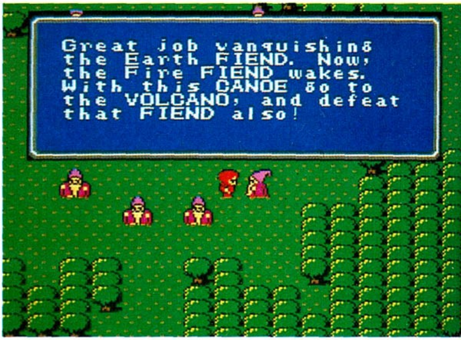
✣ The Wisdom Of The Sages



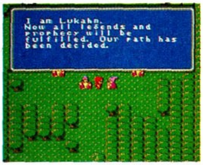
From the beginning of the game the fate of the four orbs held by the Light Warriors has been a mystery. Now, in the presence of these wise men, some of the truth is revealed. Having defeated Lich already, you will have noticed that one of the orbs has regained its light. But the three other orbs remain dark. You will have to defeat each of the four elemental forces before each orb shines again, and even then your task will not be entirely complete. Also keep in mind that Lich is the weakest of the four fiends. But don't let this knowledge dishearten you. Each time you defeat a fiend you recover some of the lost power of the orbs.

Speak To Each Sage!

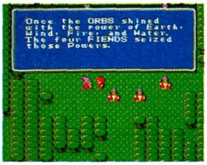




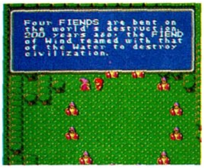
Great job vanquishing the Earth FIEND. Now, the Fire FIEND wakes. With this CANOE go to the VOLCANO, and defeat that FIEND also!



I am Lukahn.
Now all legends and prophecy will be fulfilled. Our path has been decided.

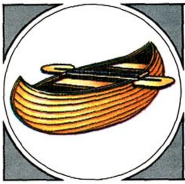


Once the ORBS shined with the power of Earth, Wind, Fire, and Water. The four FIENDS seized those Powers.



Four FIENDS are bent on the world's destruction. 200 years ago, the FIEND of Wind teamed with that of the Water to destroy civilization.

Here at last you learn how the four orbs lost their light. The four fiends seized the power and are now turning it to their own vile purposes. Aware that the Light Warriors are the one hope of the world, Lukahn gives you the Canoe to speed you on.

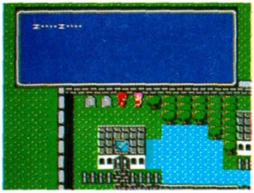


SPECIAL ITEM

The Canoe

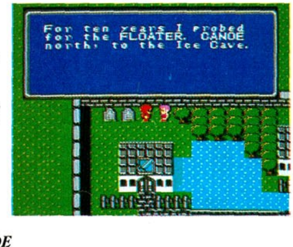
The only way to reach the interior of this region is by Canoe. Once Lukahn gives it to you, simply walk to the river and the Canoe will be launched.

✣ Seek The Floater



Z····Z····

When you first encounter this fellow he doesn't have much to say. But after defeating Kary, the Fiend of Fire, speak to him again and he'll tell you to look for the Floater in the Ice Cave.

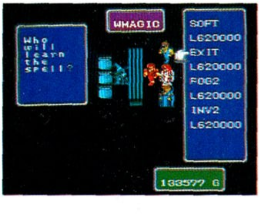


For ten years I probed for the FLOATER. CANOE north, to the Ice Cave.

To receive this message you must first defeat Kary in the depths of the Gurgu Volcano. The cave of which the man speaks is in the mountains to the North. Once more you must travel using the Canoe.

✣ Remember EXIT

The importance of EXIT magic will become apparent as you reach even more difficult mazes and dungeons. Once you have completed the Class Change (see Chapter 5, p.52) return to Crescent Lake and buy EXIT. It is the most important magic in the game!



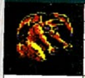
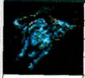
Who will learn the spell?

Although the magic spells are getting costly, EXIT and INV2 are both well worth the Gold you spend. Unfortunately, you won't be able to buy them until later in the game.

Gurgu Volcano

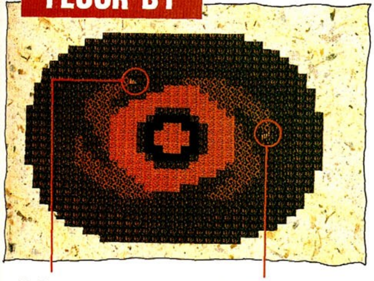
Just as you did at the Marsh Cave, use a House before entering the Volcano. If your party dies inside, you'll be able to come right back. The hot lava floors will drain HP with each step. Be prepared with a full load of Heal Potion.

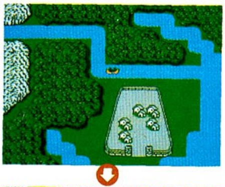
Enemies In The Volcano

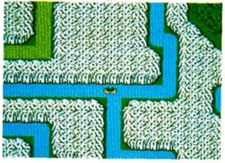
RED GARGOYLE		94 HP	10–20 AP	387 EXP	387 G	——	——	FIR2, HOLD, FIRE	QAKE, ICE, FIRE
FIRE		276 HP	50~100 AP	1620 EXP	800 G	——	ICE	——	QAKE, FIRE, RUB, BANE, BRAK, STUN, SLEP
RED DRAGON		248 HP	75–150 AP	2904 EXP	4000 G	DRAGON	ICE, BANE, BRAK	BLAZE (DAMAGE)	QAKE, FIRE
PEDE		222 HP	39–78 AP: Po	1194 EXP	300 G	——	——	——	——
CEREBUS		192 HP	30–60 AP	1182 EXP	600 G	——	ICE	SCORCH (DAMAGE)	FIRE
AGAMA		296 HP	31–62 AP	2472 EXP	1200 G	DRAGON	ICE	HEAT (DAMAGE)	FIRE
RED GIANT		300 HP	73–146 AP	1506 EXP	1506 G	GIANT	ICE	——	FIRE
PERILISK		44 HP	20–40 AP	423 EXP	500 G	——	ICE	SQUINT (RUB)	QAKE, FIRE
HYENA		120 HP	22–44 AP	288 EXP	72 G	——	——	——	——
RED HYDRA		182 HP	20–40 AP	1215 EXP	400 G	DRAGON	ICE	CREMATE	FIRE
GREY WORM		280 HP	50–100 AP	1671 EXP	400 G	——	ICE	——	QAKE, FIRE
WIZARD OGRE		144 HP	23–46 AP	723 EXP	723 G	GIANT/MAGIC	——	RUSE, DARK, SLEP, HOLD, ICE2	QAKE

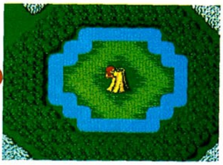
Sphinx	➲p.51
Green Ogre	➲p.21
Scorpion	➲p.21
Bull	➲p.30
Muck	➲p.23
Giant	➲p.31
Iguana	➲p.13

FLOOR B1





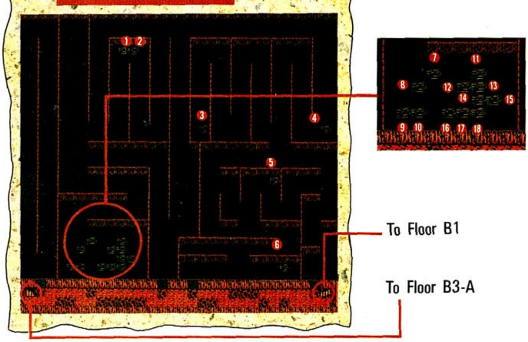




✤ *Journey Up The Creek*

Refer to these maps and the large Chapter 4 Map to plot the correct course up the rivers. Many turns lead nowhere and if you paddle up them you'll lose time and HP while battling the river monsters.

FLOOR B2

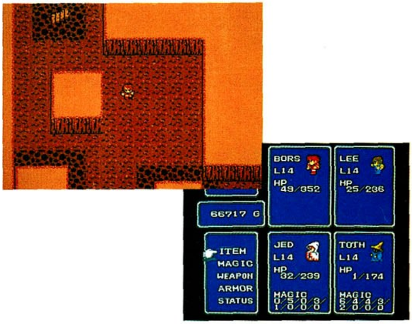


Treasure Chests

①	795 G	
②	750 G	
③	Giant Sword	○p.42
④	4150 G	
⑤	Silver Helmet	○p.30
⑥	1520 G	
⑦	Silver Helmet	○p.30
⑧	Silver Helmet	○p.30
⑨	Heal Potion	○p.10
⑩	Cabin	○p.10
⑪	1760 G	
⑫	1520 G	
⑬	Silver Shield	○p.33
⑭	1455 G	
⑮	Silver Axe	○p.37
⑯	1975 G	
⑰	Pure Potion	○p.10
⑱	Heal Potion	○p.10

Watch Your Step

The heat of the Volcano is tremendous. Each step on the hot lava sections will drain HP from all four members of your party. Keep tabs on your HP levels as you delve deeper and plan each step to reduce the distance you have to cross on the hot lava flows.



BORS
L14
HP
49/352

LEE
L14
HP
25/236

66717 G

ITEM
MAGIC
WEAPON
ARMOR
STATUS

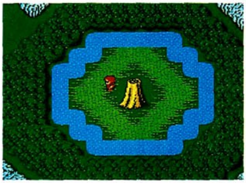
JED
L14
HP
32/239
MAGIC
0/5/0/3/
1/0/0/0

TOTH
L14
HP
1/174
MAGIC
6/4/4/3/
2/0/0/0

Find Treasure First

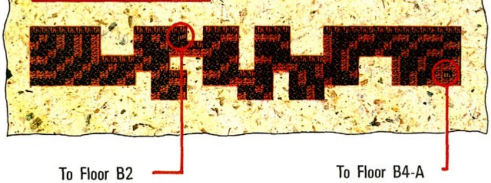
Much valuable treasure, including armor and weapons especially suited for use in the fiery realm of the Volcano, is to be found here. Take your time. Kary the Fire Fiend isn't going anywhere. If you bring several Houses along, you can restore HP using magic. This saves your Heal Potions for the final assault.

In the treasure box;
you found....
1455 G

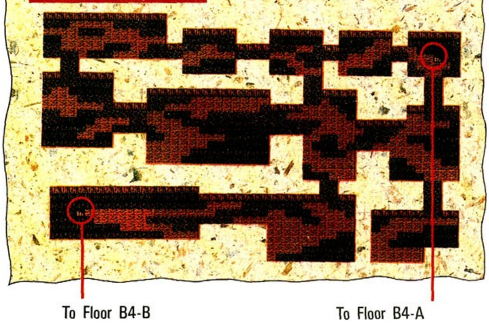


Use the House outside the Volcano to recover HP and magic lost while collecting the vast treasures. Two or three trips in and out should be all you need

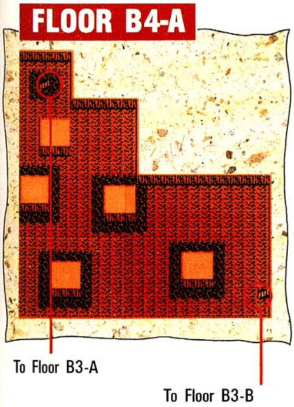
FLOOR B3-A



FLOOR B3-B



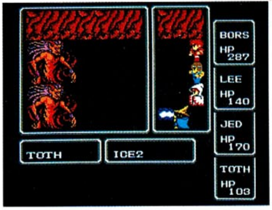
FLOOR B4-A


To Floor B3-A
To Floor B3-B

✦ *Fighting Fire Monsters*

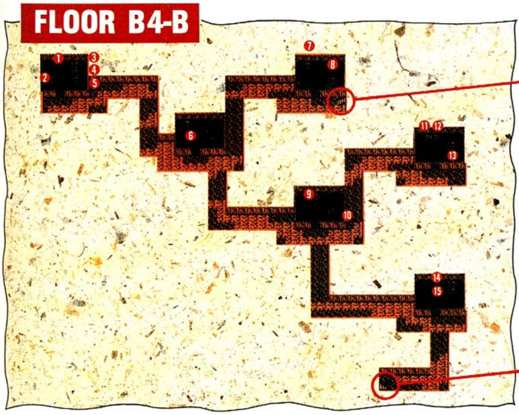
As you might guess, the best way to defeat creatures of fire is with ice. Ice spells are particularly effective in the volcano. The Ice Sword, which you'll find on Floor B4-B, is by far the best weapon for your Fighter. As for armor, in the Ice Cave you'll find the Ice Armor, (see p. 44) which protects you from the hot, scorching attacks of many monsters including Kary.

BORS HP 168
LEE HP 180
JED HP 115
TOTH HP 96
BORS
AGAMA


BORS HP 287
LEE HP 140
JED HP 170
TOTH HP 103
TOTH
ICE2

ICE2 is your best attack spell in the Volcano. For protection, use AFIR. Your magic is limited, however, so don't waste either of these spells on weaker foes. A conventional attack works fine against most of the enemies.

FLOOR B4-B

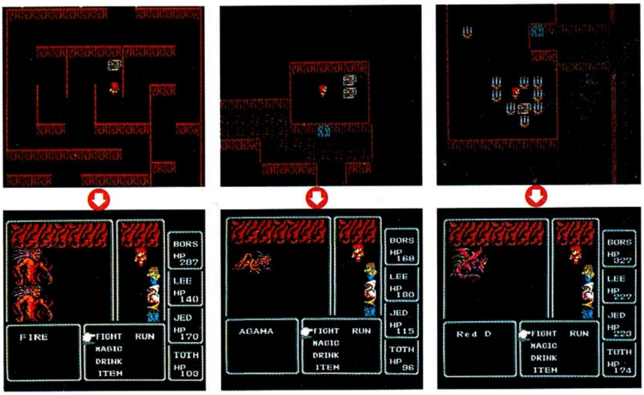

①
②
③
④
⑤
⑥
⑦
⑧
⑨
⑩
⑪
⑫
⑬
⑭
⑮
To Floor B3-B
To Floor B5

Treasure Chests

①	7340 G	
②	Pure Potion	○p.10
③	Flame Shield	○p.42
④	Ice Sword	○p.42
⑤	880 G	
⑥	1760 G	
⑦	2750 G	
⑧	Soft Potion	○p.21
⑨	10 G	
⑩	155 G	
⑪	House	○p.21
⑫	2000 G	
⑬	Empty	
⑭	Wooden Staff	○p.10
⑮	1250 G	

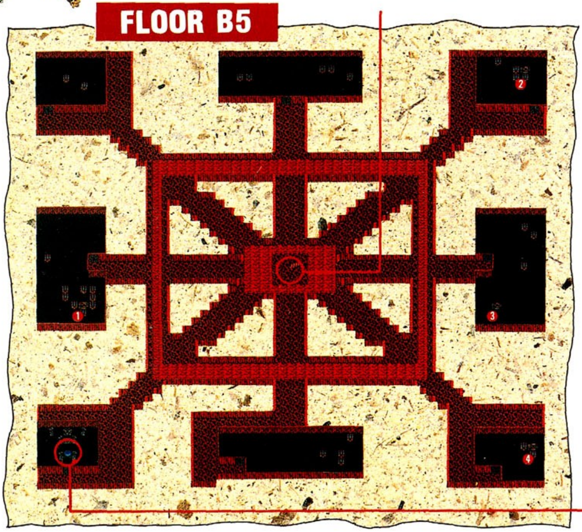
✦ *Predicting Enemy Attack*

Many treasure rooms are guarded by powerful monsters who always appear in the same place. Knowing this you can be prepared for their attacks and, sometimes, you can avoid them altogether. Some monsters attack as soon as you enter the room. But others inhabit only a single spot inside. If you step into a treasure room and are not attacked straightaway, try going around the edge of the room. By doing so you may avoid whatever guardian monster is lurking there.


FIRE
FIGHT RUN
MAGIC
DRINK
ITEM
BORS HP 287
LEE HP 140
JED HP 170
TOTH HP 103
AGAMA
FIGHT RUN
MAGIC
DRINK
ITEM
BORS HP 168
LEE HP 180
JED HP 115
TOTH HP 96
Red D
FIGHT RUN
MAGIC
DRINK
ITEM
BORS HP 327
LEE HP 227
JED HP 223
TOTH HP 174

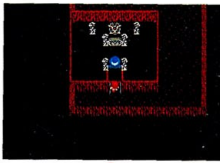
FLOOR B5

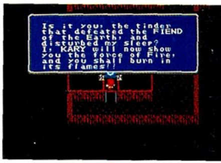
To Floor B4-B



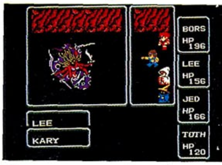
Treasure Chests
❶ Flame Armor
❷ Empty
❸ Empty
❹ Empty

The Fiend's Orb
Kary, The Fiend Of Fire





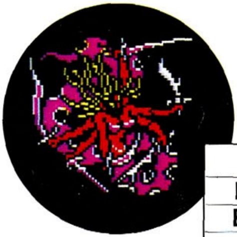
Is it you, the finder that defeated the FIEND of the Earth, and disturbed my sleep? I, KARY will now show you the force of Fire, and you shall burn in its flames!!



Once you succeed in putting out Kary's flame, it's time to recover her orb, the second of four. Step forward and touch the orb. As before with Lich, the Light Warriors will be transported outside. Now two of your orbs have recovered their glow.

✤ *Battling Kary*

As always, don't enter a fiend's lair until each Light Warrior has full HP. To conserve your magic, you should use only Heal Potions on the way down to Kary's room. Equipped with the Ice Sword and Ice Armor, a Fighter can inflict a lot of damage, but you can boost that by using FAST. Red and Black Mages get in their licks with Fire spells. The White Mage uses AFIR and INV2 to help protect his companions.



KARY	
HP : 600	AP : 40-80
EXP : 2475	G : 3000
FIR2, DARK HOLD	STUN, SLEP
	LIT, ICE, FIRE, BANE, BRAK

Table Of Weapons & Armor

Ice Sword	W
Found (7500 G)	Damage : 29 Hit % : 25
Fi, Kn, Ni, RM, RW	
Particularly effective against Fire monsters.	SPECIAL EFFECT

Giant Sword	W
Found (4000 G)	Damage : 21 Hit % : 20
Fi, Kn, Ni, RM, RW	
Particularly effective against monsters in the Giant category.	SPECIAL EFFECT

Flame Armor	A
Found (1500 G)	Absorb : 34 Evade % : 10
Fi, Kn, Ni	
Particularly effective against Ice attacks.	SPECIAL EFFECT

Flame Shield	A
Found (5000 G)	Absorb : 12 Evade % : 0
Fi, Kn, Ni	
Particularly effective against Ice attacks.	SPECIAL EFFECT

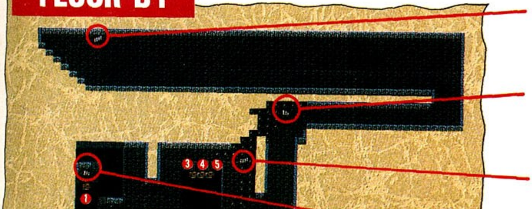
The Ice Cave

Northwest of Crescent Lake is an isolated cavern that has remained frozen since the last ice age. Equipped with Fire Armor and fire spells you'll face Frost Giants and other cold-hearted enemies. Your prize will be the Floater, which lies within.

Enemies In The Ice Cave

SPECTER		52 HP	20-40 AP: Sn	150 EXP	150 G	UNDEAD ——	FIRE, HARM	ICE, RUB, BABE, BRAK, STUN, SLEP
MAGE		105 HP	26-52 AP	1095 EXP	1095 G	MAGIC RUB, LIT3, FIR3, BANE, SLO2, STUN	——	——
COCTRICE		50 HP	1-2 AP: St	186 EXP	200 G	—— ——	ICE	QAKE
FROST WOLF		92 HP	25-50 AP	402 EXP	200 G	—— FROST (DAMAGE)	FIRE	ICE
FROST DRAGON		200 HP	53-106 AP	1701 EXP	2000 G	DRAGON BLIZZARD (DAMAGE)	FIRE, LIT	QAKE, ICE, BANE, BRAK,
WRAITH		114 HP	40-80 AP: Sn	432 EXP	432 G	UNDEAD ——	FIRE, HARM	QAKE, ICE, RUB, BANE, STUN, SLEP
GREAT PEDE		320 HP	73-146 AP	2244 EXP	1000 G	—— ——	ICE, FIRE	——
SORCERER		112 HP	1-2 AP: Ru	822 EXP	999 G	—— (STUN)	——	——
FROST GIANT		336 HP	60-120 AP	1752 EXP	1752 G	GIANT ——	FIRE	ICE
EYE		162 HP	30-60 AP	3225 EXP	3225 G	MAGIC XXXX, BRAK, RUB, LIT2, HOLD, LAMP, SLOW, SLEP	——	QAKE

FLOOR B1


To The Outer World
To Floor B2-A
To The Outer World
To Floor B3-B
1
2
3
4
5

Treasure Chests

❶	Heal Potion	○ p.10
❷	10000 G	
❸	9500 G	
❹	Tent	○ p.10
❺	Ice Shield	○ p.44

✤ *Fighting Ice Monsters*

Just as you attacked Fire monsters with Ice spells and weapons, Ice monsters are susceptible to attack by fire. FIR2, and especially FIR3 (if you have it at this point) will melt the opposition. The Flame Sword is in the Ice Cave (see p.44) and should be equipped immediately.

BORS
HP 278
LEE
HP 166
JED
HP 170
TOTH
HP 129
FrWOLF
FROST
LEE
500HG

The Frost Wolf often hunts in large packs. FIR2 will thin their ranks. Use MUTE as well.

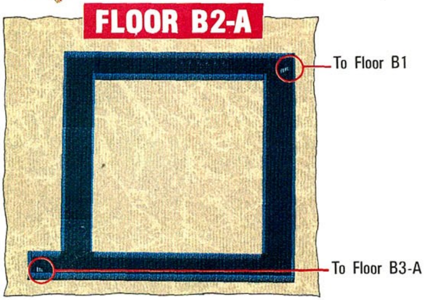
BORS
HP 352
LEE
HP 236
JED
HP 244
TOTH
HP 174
BORS
Frost D

The Frost Dragon's Blizzard spell quickly drains your HP unless you attack hard with the Flame Sword.

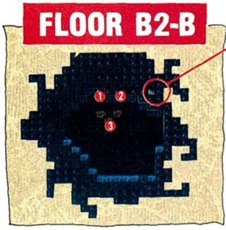
BORS
HP 349
LEE
Stone 200
JED
HP 239
TOTH
HP 87
COCTRICE
JED
Stopped

The Coctrice can turn you to stone with the Glance spell. Make sure you have several Soft Potions.

FLOOR B2-A



FLOOR B2-B



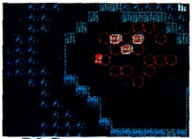
Treasure Chests

1. Flame Sword
2. Cloth ⭘ p.10
3. Floater

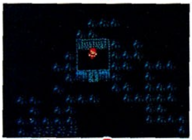
✤ *Taking The Plunge*

In the room of pits you'll want to watch your step. Right off you'll notice a treasure chest in the middle of the room, inaccessible due to the holes. Of course, the Floater is there in the middle. Circle around the holes and drop through the hole at the upper left. Now you'll be on Floor B3-B in a room full of Undead monsters. Cross the maze to the stairway leading to Floor B1. In the room with one hole, drop down and you'll find the Floater.

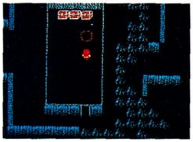
B2-B



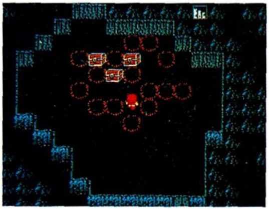
B3-B



B1

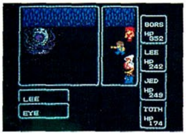


B2-B

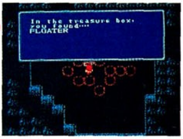


✤ *Attack The Eye*

Before you can get the Floater you will face the wrath of the Eye. Use FAST to boost your best fighter. Arm him with the Rune Sword.



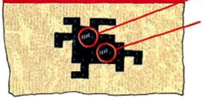
The LIFE spell may come in handy if the Eye hits you with RUB.



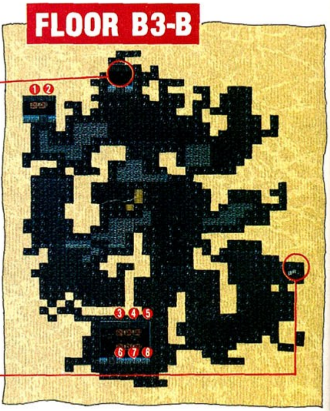
In the treasure box, you found.... FLOATER

Once the Eye is out of the picture nothing can stop you from getting the legendary Floater.

FLOOR B3-A



FLOOR B3-B



Treasure Chests

1. Silver Gauntlet ⭘ p.37
2. Ice Armor
3. 7900 G
4. 5450 G
5. 180 G
6. 9900 G
7. 5000 G
8. 12350 G

SPECIAL ITEM

The Floater

The Floater is used to raise the Airship from the desert sands and allows it to fly.

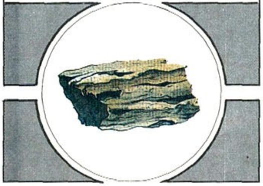


Table Of Weapons & Armor

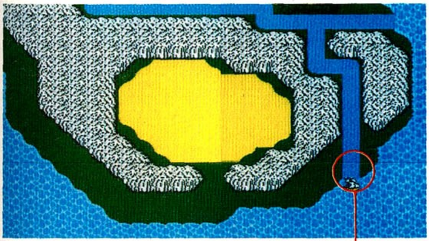
Flame Sword	W
Found (5000 G)	Damage : 26 Hit % : 20
Fi, Kn, Ni, RM, RW	
Particularly effective against Ice monsters.	

Ice Armor	A
Found (15000 G)	Absorb : 34 Evade % : 10
Fi, Kn, Ni	
Particularly effective against Fire attacks.	

Ice Shield	A
Found (5000 G)	Absorb : 12 Evade % : 0
Fi, Kn, Ni	
Particularly effective against Fire attacks.	

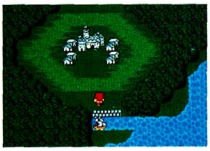
Ryukahn Desert

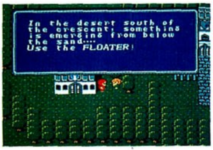
Since the fall of the great civilization in the North the Desert of Ryukahn has kept a secret buried beneath its burning sands. Now, armed with the Floater, the Light Warriors can seek out and raise the Airship. Their quest to become warriors of the sky is almost complete.


Drop anchor in the river.

A Rumor In Elfland

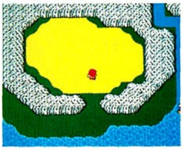
Far to the West in Elfland tales are still told of the Floater Stone and the great Airship that can fly faster than an eagle.

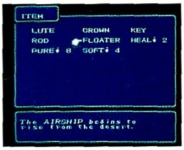



In the desert south of the crescent, something is emerging from below the sand....
Use the FLOATER!

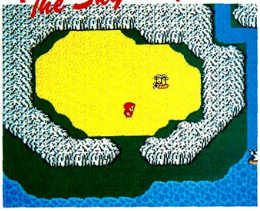
The Airship Revealed

Leave your ship at the mouth of the river and take the canoe to land. Hike to the middle of the desert and switch to your sub-screen. Now use the Floater. The Airship will rise magically from the sands.




ITEM
LUTE CROWN KEY
ROD FLOATER HEAL 2
PURE 8 SOFT 4
The AIRSHIP begins to rise from the desert.

The Sky Is Yours!



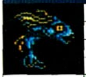
Chapter 4: Outer World Enemies

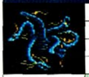
Grey Imp	p.13
Wolf	p.11
Grey Wolf	p.11
Werewolf	p.21
Ogre	p.13
Green Ogre	p.21
Asp	p.13
Cobra	p.31
Arachnid	p.30
Pede	p.39
Scorpion	p.21
Troll	p.30
Bull	p.30
Geist	p.31

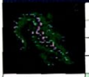
Sea Creatures

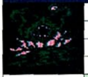
Sahag	p.21
Red Sahag	p.21
Shark	p.21
Kyzoku	p.21
OddEye	p.21

River Monsters

CARIBE	
	92 HP 22–44 AP 240 EXP 20 G
WATER	LIT
——	QAKE, FIRE

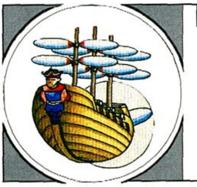
HYDRA	
	212 HP 30–60 AP 915 EXP 150 G
DRAGON	——
——	——

GATOR	
	184 HP 42–84 AP 816 EXP 900 G
WATER	LIT
——	QAKE, FIRE

OCHO	
	208 HP 20–40 AP: Po 1224 EXP 102 G
WATER	LIT
——	QAKE, FIRE

SPECIAL ITEM

Airship



With the Airship, the Light Warriors expand their horizon once more. Now they can fly to the North or anywhere in the world in just a matter of seconds.

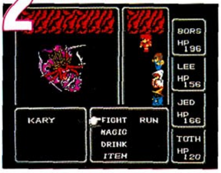
Chapter 4

Summary Of Events

1 CRESCENT LAKE

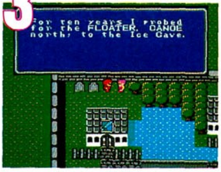
Obtain valuable information from the Circle of Sages and the canoe from Lukahn. Buy Houses and Heal Potion.

2 GURGU VOLCANO



Collect treasure from the many vaults of the Volcano, then seek out Kary on the lowest level and defeat her.

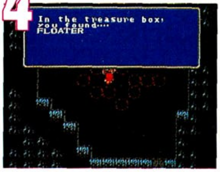
3 CRESCENT LAKE



For ten years I probed for the FLOATER. CANOE north, to the Ice Cave.

Back at Crescent Lake speak to the fellow who had been asleep to learn the whereabouts of the Floater Stone.

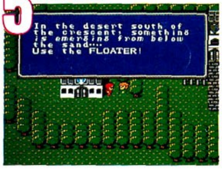
4 ICE CAVE



In the treasure box, you found....
FLOATER

Brave the fierce cold of the Ice Cave to claim the Floater. Use Fire attacks to keep the frigid monsters at bay.

5 ELFLAND



In the desert south of the crescent, something is emerging from below the sand....
Use the FLOATER!

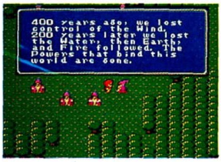
In Elfland you hear about the possible location of an Airship which you can raise from its secret hiding place.

6 RYUKAHN DESERT

Using the magic of the Floater, raise the Airship from the burning sands and board it to fly to new horizons.

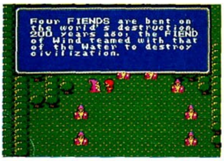
Unsolved Mysteries

Two fiends have met justice at the hands of the Light Warriors, but if the Sages are to be believed, two more remain. Perhaps when you fly to the wide reaches of the North you will learn more about the fiends of Water and Wind.



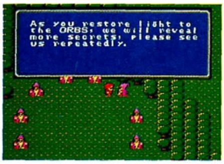
400 years ago, we lost control of the Wind.
200 years later we lost the Water, then Earth, and Fire followed. The Powers that bind this world are gone.

The conspiracy of the four elemental fiends is known, but how did they unite?



Four FIENDS are bent on the world's destruction. 200 years ago, the FIEND of Wind teamed with that of the Water to destroy civilization.

The two remaining fiends have been here longer. Does that mean they are stronger?

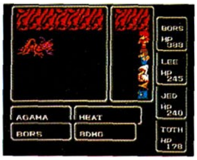


As you restore light to the ORBS, we will reveal more secrets, please see us repeatedly.

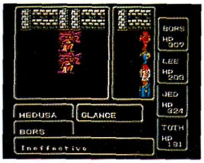
Why don't these wise men tell you the whole story?

BATTLE TECHNIQUES

When fighting enemies of Fire or Ice, always use the opposite attack. Fire vs. Ice monsters. Ice vs. Fire monsters. The same is true for armor, weapons and spells.



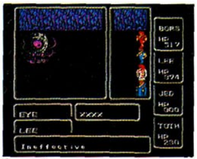
If you know a Fire monster is lurking nearby, equip with your Ice weapons and armor.



The Aegis Shield can reflect the spells of monsters who turn you to stone. Only a Knight can equip the shield.

Medusans and others who use Glance spells can turn the unwary warrior into a statue. Prevent this by using the Aegis Shield, which blocks their spells. Learn more about the Aegis Shield on p.70.

The Ribbon and ProRing are two more special defensive tools. The Ribbon should be used to protect against the special attacks of monsters. The ProRing can deflect the RUB spells.



If you know an area is infested with these monsters, prepare by equipping with ProRing or Ribbon.

Chapter 5

Rewards Of Courage

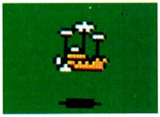
Now that they're aboard the Airship the Light Warriors move quickly to new lands and adventures. Before them lies a great challenge. The first stop is a chain of green islands. Here in the Cardia Islands is the home of Bahamut's Dragons. Bahamut, the King, can bestow a great gift, but first you must prove your courage.

Chapter 5 MAP

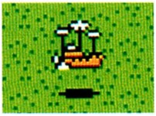
Outer World Enemies: p.51

Landing the Airship is a bit like finding a safe harbor for the sailing vessel. Only flat grassy land will do. The result is that to reach certain locations, such as the Castle Of Ordeal, you'll have to land in a remote field and hike to your destination.

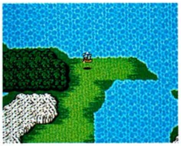
Flat Field



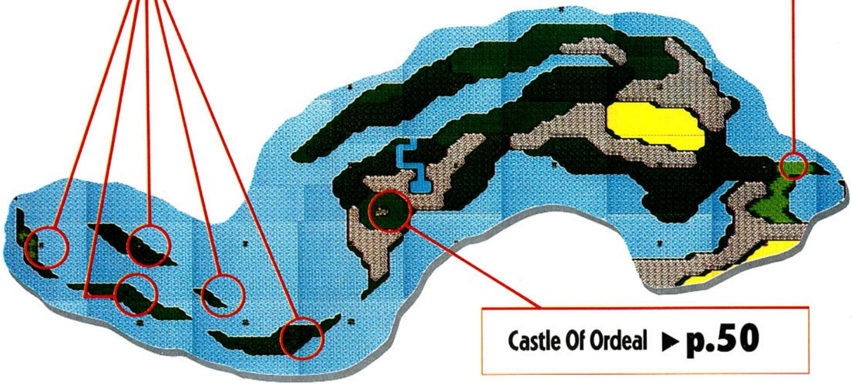
Grassy Plain



The Castle Of Ordeal is encircled with swamps, mountains and forests. The closest landing site is shown here–far to the east of the castle. Take several Houses with you to avoid having to march back to the Airship every time your HP runs low. You will encounter the same problem in Chapter 6 when you want to go to the town of Lefein.



Cardia Islands ▶ p.49



Castle Of Ordeal ▶ p.50

The Dragon King

In the days when the rot began and the light of the orbs dimmed, the Dragonfolk lived on the peninsula east of the Cardia Islands. The Castle of Ordeal was then called Bahamut's Keep, but a legion of fearsome monsters swept down upon the castle from the North, and such were their numbers that Bahamut and his people had to flee. Taking refuge in the islands west of their ancestral home, the Dragons found safety, but they began to know fear.

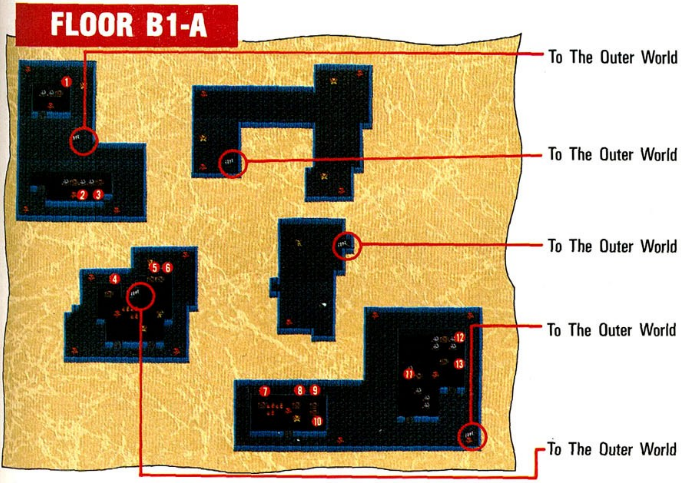
Seeing this, King Bahamut looked for a way to instill courage in his people–a courage that would be needed if the new forces in the world were to be held at bay. And so he devised the Trial Of Courage. Bahamut was the first to go. Alone he travelled to the castle that once was his home. Alone he entered the gate and, fighting loathsome creatures at every step, made his way to the Throne Room high on the third floor. There he hid a token in a treasure chest, then fought his way back to the Islands.

In the days and years that followed, any dragon or man who sought Bahamut's support was required to seek proof of his courage in the Castle. Many followed in the Dragon King's footsteps, but none returned with the token.

Cardia Islands

This is the home of the Dragons of Cardia. The dragons seem to have courage on their minds. Everywhere you go there is talk of testing and ordeals. That is the way of dragons; they respect bold and courageous humans and despise weakness. The Light Warriors must seek out King Bahamut and learn the task he has set for them.

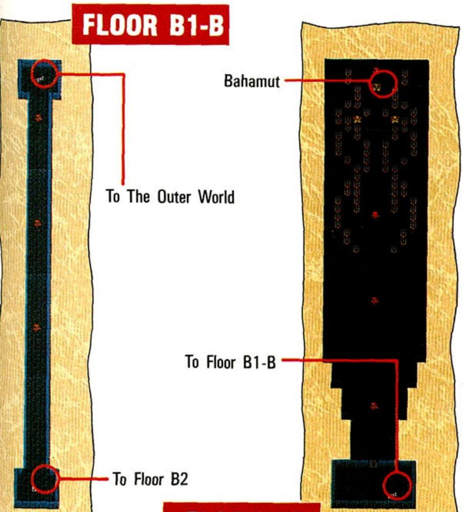
FLOOR B1-A


To The Outer World
To The Outer World
To The Outer World
To The Outer World
To The Outer World
1
2
3
4
5
6
7
8
9
10
11
12
13

Treasure Chests

❶	Cabin	○ p.14
❷	575 G	
❸	Soft Potion	○ p.27
❹	10 G	
❺	House	○ p.21
❻	500 G	
❼	160 G	
❽	9500 G	
❾	2750 G	
❿	1520 G	
⓫	2750 G	
⓬	1455 G	
⓭	2000 G	

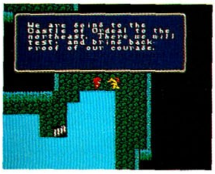
FLOOR B1-B


To The Outer World
To Floor B2
Bahamut
To Floor B1-B

FLOOR B2

✣ *The Dragon's Test*

The Light Warriors are bidden to go to the Castle Of Ordeal and return with proof of their courage. But what is that proof? None of the dragons are willing to speak of it. Surely it must be a very terrible thing if the brave dragons will not even mention its name. Or perhaps part of the trial is to discover the object. In fact, that is exactly what is expected. The real trial lying ahead is to penetrate the castle and poke into every nook and cranny. Then bring back what you find.



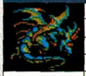
We are going to the Castle of Ordeal to the northeast. There we will test, and bring back proof of our courage.

Do not fear Bahamut. Go to him and learn something of your destiny. Later, you will visit him again.

Castle Of Ordeal

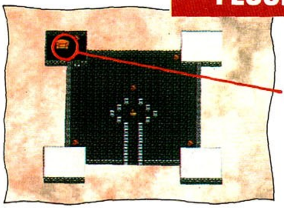
The Castle Of Ordeal is aptly named—the inhabitants are fierce, the mazes are devious and the goal is unclear. Three floors of constant danger and battle await those who enter, but you have no choice. Make sure your HP is full and that you have 99 Heal Potions.

Enemies In The Castle Of Ordeal

MEDUSA		MANCAT		WIZARD MUMMY		ZOMBIE DRAGON	
	68 HP 20-40 AP: Po 699 EXP 699 G		110 HP 20-40 AP 603 EXP 800 G		188 HP 43-86 AP: Sl 984 EXP 1000 G		268 HP 56-112 AP: Sn 2331 EXP 999 G
——	——	——	——	UNDEAD	FIRE, HARM	UNDEAD/DRAGON	FIRE, HARM
GLANCE (STONE)	——	FIR2, SLOW, DARK, SLEP, FIRE, LIT, CURE	QAKE, LIT, ICE, FIRE, BANE, BRAK, STUN, SLEP	——	ICE, RUB, BANE, BRAK, STUN, SLEP	——	QAKE, ICE, RUB, BANE, BRAK, STUN, SLEP

Zombull	➲ p.68
Red Gargoyle	➲ p.38
Mummy	➲ p.30
Sorcerer	➲ p.43
Nitemare	➲ p.63
Mud Gol	➲ p.63

FLOOR 1

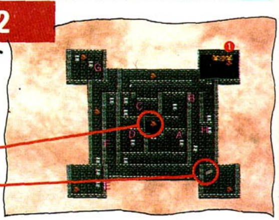


To Floor 2

FLOOR 2

Treasure Chests

❶ Zeus Gauntlet

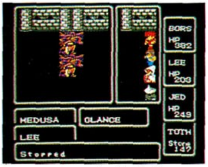


From Floor 1

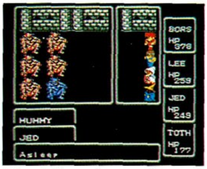
To Floor 3

⚜ Battle Tips

Many powerful magic users dwell in the Castle. Against some of these you'll have little defense. The INV2 spell helps the warriors dodge. MUTE works on many, such as the Medusas. AFIR is a must against the Mancats. Use these defensive spells at the start of an attack and always consult the appropriate table for information about the enemy who is attacking.



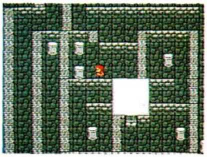
Come prepared with Soft Potion in case you're turned to stone.

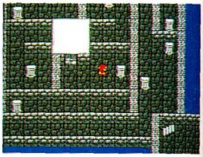


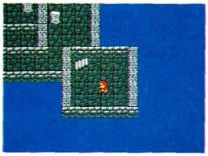
Wizard Mummies usually appear in groups. FIR2 will get rid of them.

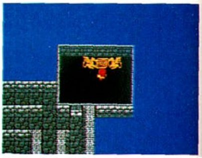
⚜ The Column Maze

The second floor of the Castle is a maze of closed rooms. If you touch a column, however, you'll be transported to one of the other rooms. Follow the letters from A to H in alphabetical order and you'll reach the third floor quickly. This will reduce the number of attacks you face while in the Castle.



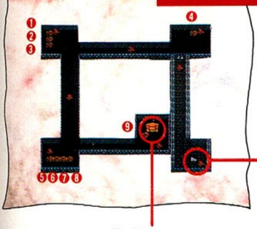






Collect the Zeus Gauntlet after reaching H, then go upstairs to the third floor.

FLOOR 3



To Floor 2

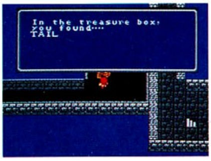
To Floor 1

✣Tell The Tail Of Courage

In the most remote chamber at the top of the third floor of the Castle is a Treasure Chest containing the Tail. You'll have to defeat the Zombie Dragons first—no small detail. FIR2 and FAST are both effective. Then, to make a long trip short, step onto the throne. You'll be transported back to the first floor of the Castle. Now return to Bahamut. He rewards your courage by promoting the Light Warriors to a higher status.

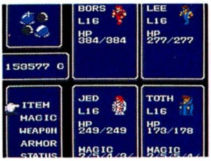
Treasure Chests

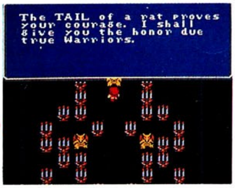
① Gold Bracelet
② Ice Sword ○p.41
③ Iron Gauntlet ○p.22
④ Heal Staff
⑤ Empty
⑥ House ○p.21
⑦ 1455 G
⑧ 7340 G
⑨ The Tail



In the treasure box: you found… TAIL

Coming Of Age!!





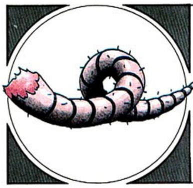
The TAIL of a rat proves your courage. I shall give you the honor due true Warriors.

Table Of Weapons & Armor

Gold Bracelet	A
50000 G (25000 G)	Absorb : 34 Evade %: 1
Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW	

Heal Staff	W
Found (12500 G)	Damage: 6 Hit % : 0
Ni, WM, WW	
Restores some HP to all members of your party.	

Zeus Gauntlet	A
Found (7500 G)	Absorb : 6 Evade %: 3
Kn, Ni, RM	
Helps protect against attacks by lightning.	

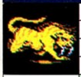
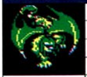
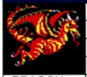
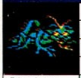
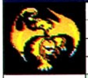
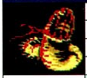


SPECIAL ITEM

The Tail

Obtaining the Rat's Tail and giving it to Bahamut is a token of the courage of the Light Warriors. Once it is done, they will be transformed.

Chapter 5: Outer World Enemies

TIGER		132 HP	22–44 AP	438 EXP	108 G	——	——	——	——
SPHINX		228 HP	23–46 AP	1160 EXP	1160 G	——	——	——	QAKE
WYRM		260 HP	40–80 AP	1218 EXP	502 G	DRAGON	——	——	QAKE
SAURIA		196 HP	30–60 AP	1977 EXP	658 G	DRAGON	——	GLANCE (STONE)	——
MANTICOR		164 HP	22–44 AP	1317 EXP	650 G	——	——	STINGER (POISON)	QAKE
SAND WORM		200 HP	46–92 AP	2683 EXP	900 G	——	——	QAKE	QAKE

Sea Creatures

Sahag	○p.21
Red Sahag	○p.21
Shark	○p.21
Kyzoku	○p.21
OddEye	○p.21

Giant	○p.31
Iguana	○p.13
Saber Tooth Tiger	○p.69
Catman	○p.69
Great Pede	○p.43
Red Ankylo	○p.68

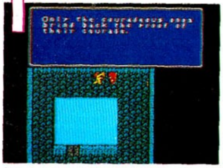
River Monsters

Hydra	○p.45
Gator	○p.45
Frost Gator	○p.59
Caribe	○p.45
Red Caribe	○p.59
Ocho	○p.45
Naocho	○p.59

Chapter 5

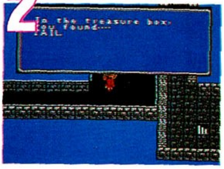
Summary Of Events

1 Cardia Islands


Only the courageous ones bring back the proof of their courage.

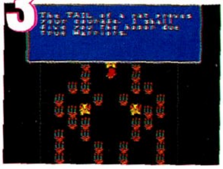
Visit the dragons, collect their treasure and meet their king, Bahamut. He will present you with a trial of courage.

2 Castle Of Ordeal


In the treasure box. You found... TAIL.

Travel to the Castle of Ordeal and challenge its three deadly floors. On the top floor claim the Tail as a token of courage.

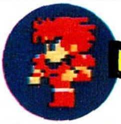
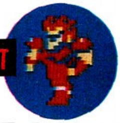
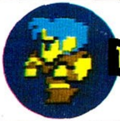
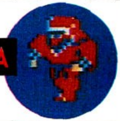
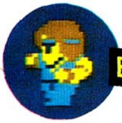
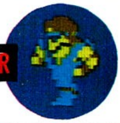
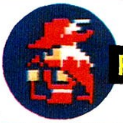
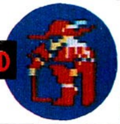
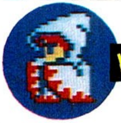
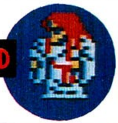
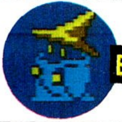
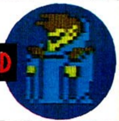
3 Cardia Islands


The TAIL of a rat proves your courage. I shall give you the honor due true Warriors.

Bring the Tail back to Bahamut. Having proven yourself, he will transform your party into higher professional categories.

Class Change!!

Character Transformations

 **FIGHTER**	When the Fighter becomes a Knight he is able to Equip all the strongest weapons and armor. In fact, he becomes a formidable war machine. Even better, he is now able to use certain low level magic spells.	**KNIGHT** 
 **THIEF**	Once the Thief becomes a Ninja a whole new world of specialized weapons opens up. He is also able to make use of most pieces of armor. His quickness and strength are enhanced and he can use some magic.	**NINJA** 
 **BLACK BELT**	The Black Belt/Master is a very special warrior. With the skill of hands and feet, speed and intelligence, he can combat anything. After the transformation, the Master becomes your best pure fighting warrior.	**MASTER** 
 **RED MAGE**	When the Red Mage becomes a Red Wizard, his attack power is enhanced. Still, the Red Wizard remains the one well rounded warrior in the party, able to use most weapons and mid to low range magic spells.	**RED WIZARD** 
 **WHITE MAGE**	The White Wizard is considerably stronger than his former self as a White Mage. Late in the game you may even wish to equip him with a powerful sword. His best role, however, remains that of protector.	**WHITE WIZARD** 
 **BLACK MAGE**	The Black Mage gains some physical stamina and strength from his transformation to Black Wizard, but not enough to make him much of a fighter. Casting Black Magic is still his strength and chief purpose.	**BLACK WIZARD** 

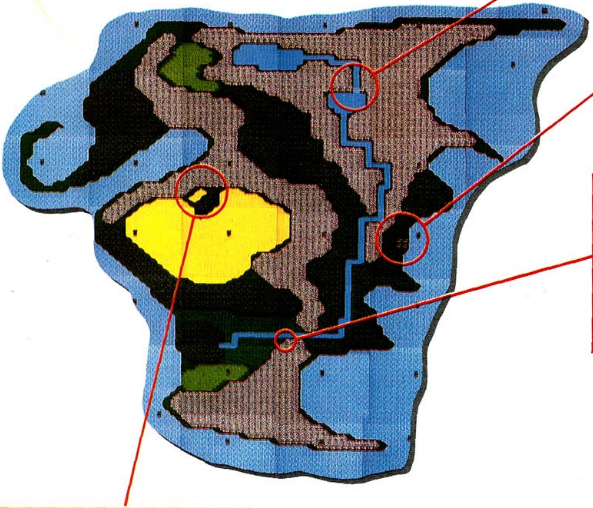
Chapter 6

The Sea Shrine

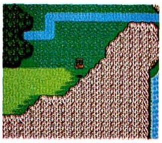
With new powers and resolve, the Light Warriors open the door to their greatest challenge yet. From the towns of Onrac and Gaia come many rumors of fantastic machines, of a shrine that sank with the coming of the Fiend of Water and of robots that fall from the sky.

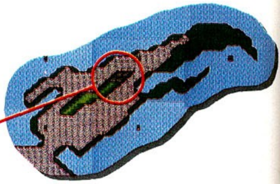
Chapter 6 MAP

Outer World Enemies: p.59



The nearest landing site to Onrac for your Airship is this field to the southwest of the town. From here, travel by Canoe and foot to your destination.





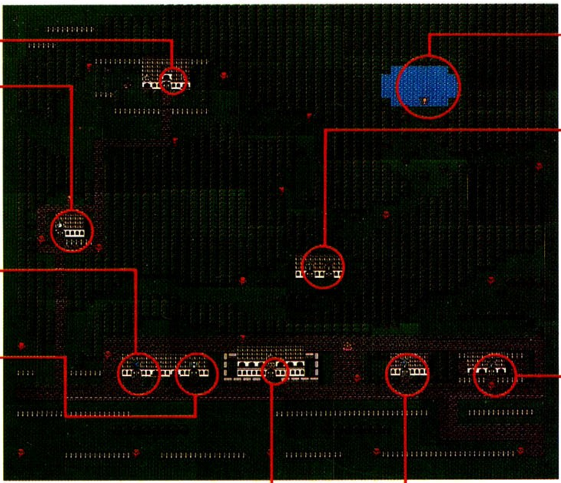
A Mermaid's Tale

The storm that sank the Sea Shrine came on as a dawn of red skies and hot winds from the East. By noon dark clouds boiled overhead and 20-foot waves crashed against the marble walls of the Shrine. Inside, the Mermaids watched with apprehension. It had long been known that something was amiss in the world, but until now the sea had been their friend. They stowed their most valuable possessions on the top floor of the Shrine, then settled down to wait.

It soon became clear that the Shrine could not withstand the waves and wind for long. But the Mermaids worried more about the town of Onrac, for the people there could be swept into the sea and lost, unlike the Mermaids. As the storm reached its peak of fury and the Shrine began to slide into the depths, one Mermaid escaped. She warned the people of Onrac, who fled inland and were saved, but in so doing the Mermaid had lost her own home forever.

Gaia

Nestled in a narrow mountain valley, the town of Gaia is well protected from the troubles of the wide world beyond. Here you'll find specialized weapons and armor, Level 7 and 8 magic and a mysteriously empty pond in the woods behind the town.



Clinic 750 G

ITEM SHOP
Heal Potion 60 G ➲p.10
Pure Potion 75 G ➲p.10
Cabin 250 G ➲p.14
House 3000 G ➲p.21

WEAPONS SHOP
Catclaw 65000 G

ARMOR SHOP
Gold Bracelet 50000 G ➲p.51
ProRing 20000 G

Fairy's Spring

White Magic Shop
Level 8 Magic
&
Black Magic Shop
Level 8 Magic

Black Magic Shop
Level 7 Magic

Inn 500 G

White Magic Shop
Level 7 Magic

WHITE MAGIC LEVEL 7

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
CUR4	45000 G	Most powerful of the Cure spells, a warrior's HP will be fully recovered.	One Warrior	WW	Yes
HRM4	45000 G	The most powerful Harm spell inflicts 80 to 320 HP on all Undead monsters.	All Enemies	WW	Yes

BLACK MAGIC LEVEL 7

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
ICE3	45000 G	Damages from the most powerful Ice attack range from 70 to 280 points.	All Enemies	RW,BM,BW	Yes
BRAK	45000 G	Shatters an enemy into tiny pieces of monster kibble.	One Enemy	BW	Yes

Table Of Weapons & Armor

Catclaw W

65000 G (32500 G)
Damage : 22
Hit % : 35

Kn, Ni, RW, BW

ProRing A

20000 G (10000 G)
Absorb : 8
Evade %: 1

Fi, Kn, Th, Ni, BB, Ma
RM, RW, WM, WW, BM, BW

SPECIAL EFFECT

Blocks effects of the RUB spell when used in battle.

WHITE MAGIC LEVEL 8

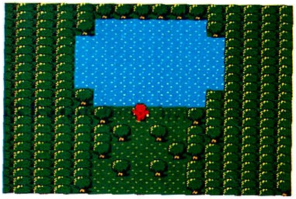
SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
FADE	60000 G	Eradicates evil at the source.	All Enemies	WW	Yes
WALL	60000 G	Erects a protective wall around a warrior that prevents the use of magic against him.	One Warrior	WW	Yes
XFER	60000 G	Eliminates an enemy's special defense.	One Enemy	WW	No

BLACK MAGIC LEVEL 8

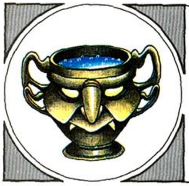
SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
STOP	60000 G	Freeze time for the enemies so you can attack without retaliation.	All Enemies	BW	Yes
ZAP!	60000 G	Zaps all enemies into an extra dimension from which they can't escape.	All Enemies	BW	Yes
XXXX	60000 G	Similar to the Rub attack, an enemy is utterly destroyed.	One Enemy	BW	No

⚜ *The Fairy's Spring*

At one time a Fairy lived in this quiet pond, but by the time the Light Warriors arrive on the scene she is gone. Clues are given both here in Gaia and in Onrac. To find the Fairy, see p.59.



To make use of this magical spring you must find the Fairy and return her to her home. Do so and she'll give you a present of Oxyale.



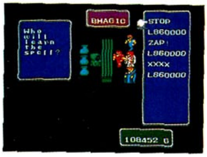
SPECIAL ITEM

Oxyale

Available only from the Fairy's Spring in Gaia, and from the hands of the Fairy herself, Oxyale is used to provide fresh air in the *submarine.*

⚜ *The Magic Shops Of Gaia*

Buying magic spells is starting to get expensive, but with all the loot you've collected from the Volcano, Ice Cave and Castle of Ordeal you should have plenty. All of the available Level 7 spells are valuable. FADE, WALL, STOP and ZAP are all good buys in the Level 8 shops.

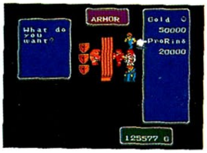


Who will learn the spell?

STOP will freeze time for some enemies, including one powerful fiend whom you've already met.

⚜ *Special Weapons & Armor*

If you have a Black Wizard in your party you will have noted that he has no great strength for fighting. The Catclaw can help change that. The ProRing protects against the RUB spell. Many of the creatures you'll soon meet use RUB and the results can be devastating.



What do you want?

The Protective Ring is a must buy. Equip all your warriors with one.

⚜ *Tips To Save You Time And Gold*

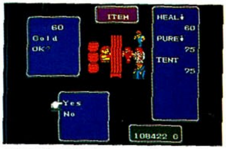
The Best Deal In Town

The Airship is so fast that you can quickly reach the cheapest Inn to recover HP and save your progress.

Don't waste gold on expensive frills. Stay at Coneria's Inn.

Buying With Turbo Power

Buying Heal Potions with a turbo controller is fast and easy. Just hold the A Button and fill up your stockpile.

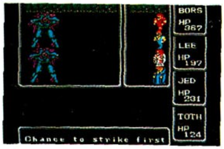


60 Gold OK?

The Heal Potion must be on the top of the *list, like* in Coneria.

Run When You Have A Chance

Sometimes when a battle begins, a message comes up saying that you have the option to fight first. Take advantage of it and run.

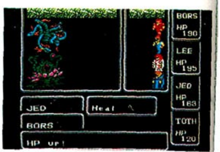


Chance to strike first

If you're trying to reach a distant goal, run *if you* can.

Save Magic And Heal Potions

If you get into a fight with weak enemies, use your Heal Helmet and Heal Staff to recover HP. You'll save on Heal Potion and Magic.



HP up!

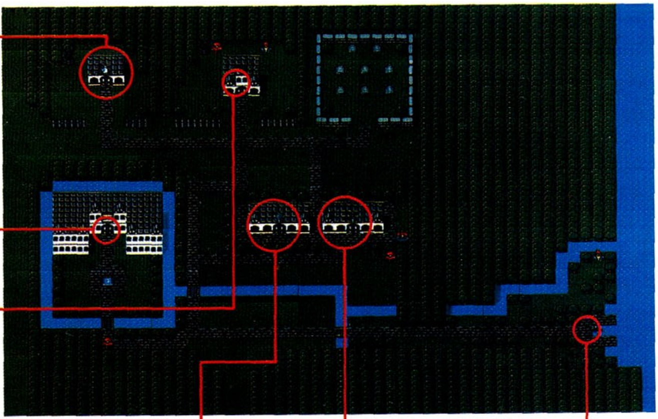
There is no cost in using items *to Heal your party in battle.*

Onrac

In Onrac, the Light Warriors hear much about mermaids and robots and other fantastic beings. All of it is true. At the port you will find a submarine that can take you to the Sea Shrine where the mermaids live. You'll also meet Dr. Unne's brother from Melmond.

Item Shop

Item	Price	Page
Heal Potion	60 G	➲ p.10
Pure Potion	75 G	➲ p.10
Cabin	250 G	➲ p.14
House	3000 G	➲ p.21
Soft Potion	800 G	➲ p.21



WHITE MAGIC LEVEL 7

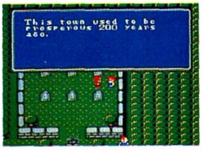
SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
ARUB	45000 G	Protects all Warriors against an enemies deadly RUB spell.	All Warriors	RW,WM,WW	No
HEL3	45000 G	The most powerful of the Heal spells recovers 48 to 96 HP for the entire power.	All Warriors	WM,WW	No

BLACK MAGIC LEVEL 7

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
SABR	45000 G	Strengthens your weapon resulting in a 40% increase in hits and 15% increase in damages.	Spell Caster	BW	No
BLND	45000 G	Blinds an enemy so that it cannot see well enough to attack effectively.	One Enemy	BM,BW	No

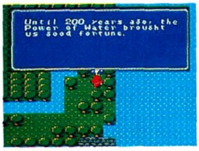
✤ *The Fate Of Onrac*

As people both in Onrac and Crescent Lake tell you, until the coming of the Water Fiend 200 years ago, Onrac was part of a great civilization. Part of that power was derived from the good will of the Mermaids who lived nearby in a shrine, but now the shrine has been lost beneath the waves.



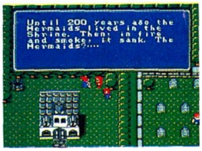
This town used to be prosperous 200 years ago.

Onrac was once a mighty center of trade and learning.



Until 200 years ago, the Power of Water brought us good fortune.

The Sea Shrine and the Mermaids helped the people of Onrac.

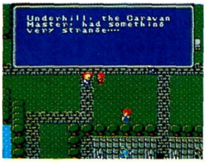


Until 200 years ago the Mermaids lived in the Shrine. Then, in fire and smoke, it sank. The Mermaids?....

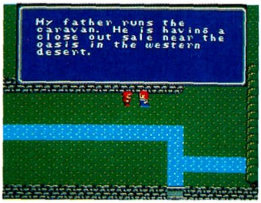
But as in the rest of the world, things began to go wrong.

Caravan Clues

Onrac is still the place to hear news of the world. In speaking to the citizens, you will learn that there was something very strange being offered for sale at the Caravan.



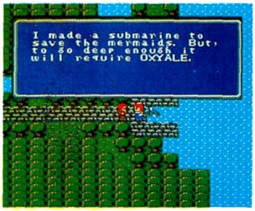
Underhill, the Caravan Master, had something very strange....



My father runs the caravan. He is having a close out sale near the oasis in the western desert.

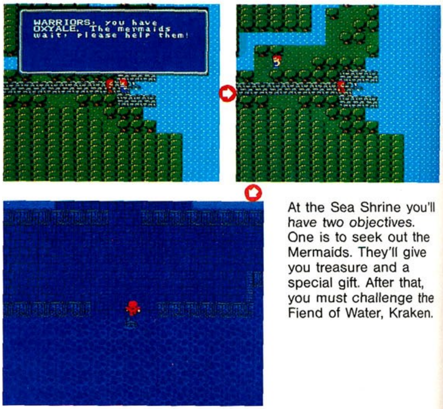
The Caravan Master's daughter reveals the location of the Caravan. It is at the oasis in the Western Desert. Make sure you have lots of Gold when you go to buy the Fairy.

How To Reach The Shrine



I made a submarine to save the mermaids. But, to go deep enough it will require OXYALE.

Since the Sea Shrine sank there is just one way to reach it—that's by using the Submarine in Onrac. But to do that you'll need Oxyale, and Oxyale must be given to you by the Fairy. Unfortunately, since the Fairy has been sold to a Caravan, she can't help you unless you buy her back. If you go to the Western Desert, near an oasis, you'll find the Caravan. Buy the Bottle, as it contains the Fairy inside, and take the Bottle to the Fairy's Spring in Gaia. Release the Fairy and receive the Oxyale. Now take the Oxyale back to Onrac. Finally you'll be allowed entrance to the Submarine. Simply enter the Submarine and you'll be taken to the Sea Shrine.

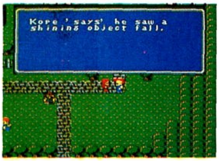


WARRIORS, you have OXYALE. The mermaids wait, please help them!

At the Sea Shrine you'll have two objectives. One is to seek out the Mermaids. They'll give you treasure and a special gift. After that, you must challenge the Fiend of Water, Kraken.

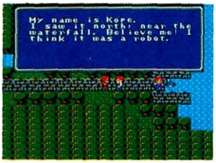
U.F.O.s In Onrac?

One man insists that he saw a shiny object fall from the sky and others have seen a robot to the north near the Great Waterfall. So what are these Unidentified Falling Objects? Learn more about them and the journey to the Waterfall on p.63.



Kope 'says' he saw a shining object fall.

Another mystery is introduced. What was the object that fell to Earth? Shiny hail? A tired bird? Perhaps it was just the Light Warriors landing in their Airship?

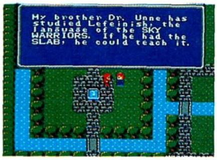


My name is Kope. I saw it north, near the waterfall. Believe me! I think it was a robot.

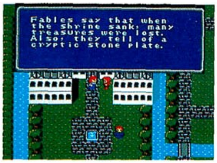
But Kope seems to think it was a robot. Maybe so, but where did it come from? The moon? The stars? Or could there be something else in the sky, a place from which robots fell?

Dr. Unne's Brother

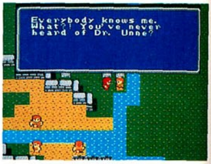
Near the Inn in Onrac you'll come across Dr. Unne's brother. He tells the Light Warriors that Unne has been unraveling the mysterious language of Lefeinish, but that a stone tablet with valuable translations is needed to finish the work. A woman in the town says that many treasures sank with the Sea Shrine and that one of them was a stone plate. Could this be the translation Slab?



My brother Dr. Unne has studied Lefeinish, the language of the SKY WARRIORS. If he had the SLAB, he could teach it.



Fables say that when the shrine sank, many treasures were lost. Also, they tell of a cryptic stone plate.

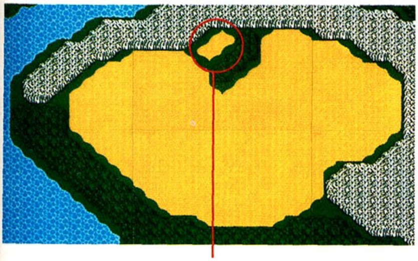


Everybody knows me. What?! You've never heard of Dr. Unne?

The answer, one way or the other, lies at the bottom of the sea. When you enter the Sea Shrine your first task will be to find the Mermaids. Perhaps they will lead you to Dr. Unne's Slab.

The Caravan

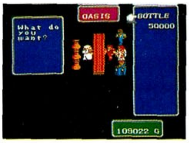
In the northern part of the desert west of Onrac, near the green oasis, the Caravan has set up for business. One specialty item is for sale that is of utmost importance to the Light Warriors.

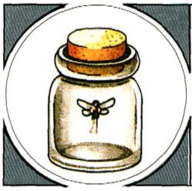


The Caravan Camp

✤ Purchase The Bottle

Although unmarked, the Bottle commands a stiff price. Its contents must be very rare and valuable. In fact, the Bottle contains the Fairy from Gaia. Pay the 50,000 Gold pieces.





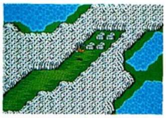
SPECIAL ITEM

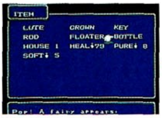
The Bottle

If the Fairy in the Bottle is released at the Fairy's Spring in Gaia, you will receive *Oxyale for use in the* Submarine.

✤ The Prize In The Bottle

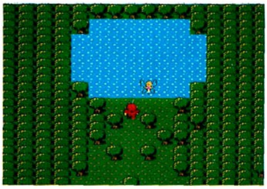
Once you have possession of the Bottle, take it to the Fairy's Spring in Gaia and open it by selecting 'Bottle' from the Item subscreen. The Fairy, once released, will give you a supply of Oxyale (see p.56), which is an essential part of the Submarine in Onrac.





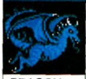
ITEM
LUTE CROWN KEY
ROD FLOATER BOTTLE
HOUSE 1 HEAL↓79 PURE↓ 8
SOFT↓ 5

Pop! A fairy appears!



In Gaia, make your way to the Fairy's Spring. *There by the shore, open the Bottle to release the* captive Fairy. After she gives you the Oxyale, you're ready to tackle the Sea Shrine.

Chapter 6: Outer World Enemies

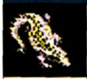
WYVERN	
	212 HP 30-60 AP: Po 1173 EXP 50 G
DRAGON	——
——	QAKE

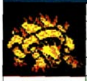
Troll	p.30
Giant	p.31
Frost Giant	p.43
Iguana	p.13
Frost Wolf	p.43
Wizard Ogre	p.39
Wyrm	p.51

Tiger	p.51
Saber Tooth Tiger	p.69
Cerebus	p.39
Great Pede	p.43
Manticor	p.51
Hydra	p.45
Ocho	p.45

River Monsters

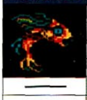
Hydra	p.45
Caribe	p.45
Gator	p.45
Ocho	p.45

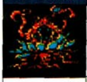
FROST GATOR	
	142 HP 56–112 AF 1890 EXP 2000 G
WATER/DRAGON	LIT
——	QAKE, FIRE

ANKYLO	
	352 HP 98–196 AP 2610 EXP 1 G
——	——
——	——

Sea Creatures

Sahag	p.21
Red Sahag	p.21
Kyzoku	p.21
Shark	p.21
OddEye	p.21

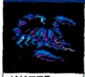
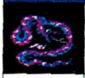
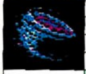
RED CARIBE	
	172 HP 37–74 AP 546 EXP 46 G
——	——
——	——

NAOCHO	
	344 HP 35–70 AP: PO 3189 EXP 500 G
——	——
——	——

Sea Shrine

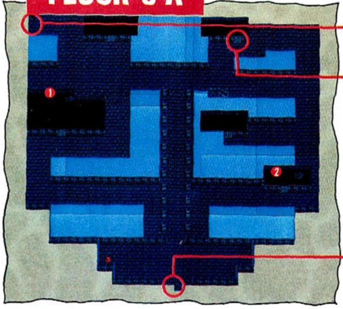
The Submarine drops you off at the middle floor of the sunken Sea Shrine. Above are the Mermaids. Below is Kraken, the Fiend of Water. Seek out the Mermaids first. They have kept many treasures that will help you in the battles in the lower part of the Shrine.

Enemies In The Sea Shrine

LOBSTER		148 HP	35-70 AP: Po	639 EXP	300 G	WATER	LIT	—	QAKE, FIRE
GHOST		180 HP	93–186 AP	990 EXP	990 G	UNDEAD	FIRE, HARM	—	QAKE, ICE, RUB, BANE, STUN, SLEP
WIZARD SAHAG		204 HP	47–94 AP	882 EXP	882 G	WATER	LIT	—	—
BIG EYE		304 HP	30–60 AP	3591 EXP	3591 G	WATER	LIT	STUN, DARK	QAKE, FIRE
NAGA		356 HP	9–18 AP:Po	2355 EXP	2355 G	MAGIC/WATER	LIT	LIT2, HOLD, SLOW, DARK, LIT, LOCK, SLEP	QAKE, FIRE
SEA SNAKE		224 HP	35–70 AP	957 EXP	600 G	WATER/DRAGON	LIT	—	QAKE, FIRE
GREY SHARK		344 HP	50–100 AP	2361 EXP	600 G	WATER	LIT	—	QAKE, FIRE
SEA TROLL		216 HP	40–80 AP	852 EXP	852 G	WATER	LIT	—	QAKE
WATER		300 HP	69–138 AP	1962 EXP	800 G	—	ICE	—	QAKE, FIRE, RUB, BANE, BRAK, STUN, SLEP
ROCK GOL		200 HP	70–140 AP	2385 EXP	1000 G	MAGIC	—	SLOW	QAKE, LIT, ICE, FIRE, RUB, BANE, BRAK, STUN, SLEP

Shark ○ p.21 **Red Sahag ○ p.21**

FLOOR 3-A

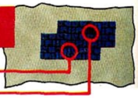


To Floor 2-A
To Floor 4-A
1
2
Submarine (To Onrac)

Treasure Chests

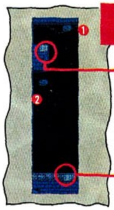
❶	9900 G
❷	2000 G

FLOOR 3-B



To Floor 2-A
To Floor 4-B

FLOOR 3-C



1
2
To Floor 2-B
To Floor 4-B

Treasure Chests

❶	110 G
❷	450 G

✣ *Battle Tips*

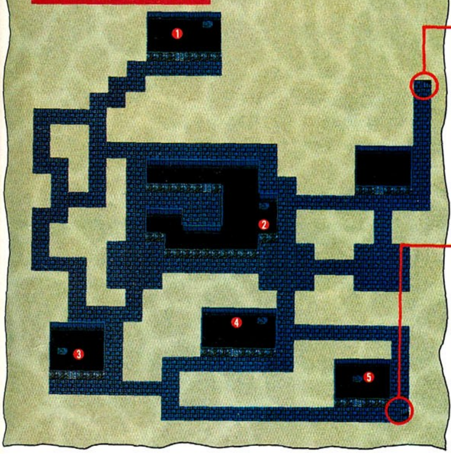
Beneath the sea your most potent magic is Lightning. LIT3 will give your watery foes a jolt few can withstand, but lesser LIT and LIT2 will also give them quite a charge. By now you should also have purchased the EXIT spell in Crescent Lake (see p.38).

BORS
HP 860
LEE
HP 229
JED
HP 209
TOTH
HP 152
TOTH
LIT3

BORS
Poison 377
LEE
HP 248
JED
HP 122
TOTH
HP 45
JED
Zeus
SeaTROLL

The Zeus Gauntlet will provide good protection against LIT2 spells used by many of the sea monsters in the Shrine. In battle, use it with the Item command.

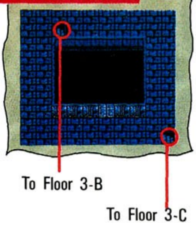
FLOOR 4-A



Treasure Chests

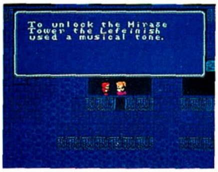
- ① Opal Armor ➲ p.62
- ② 20 G
- ③ Mage Staff ➲ p.62
- ④ Light Axe ➲ p.62
- ⑤ 12350 G

FLOOR 4-B

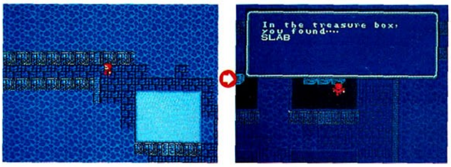


⚜ *The Lefeinish Slab*

Visit each Mermaid and collect the treasure. Most important, however, is that you find the Stone Slab that Dr. Unne needs to understand the Lefeinish language. Follow the corridor at the upper left hand corner of Floor 5 to reach the room where the Slab is kept.

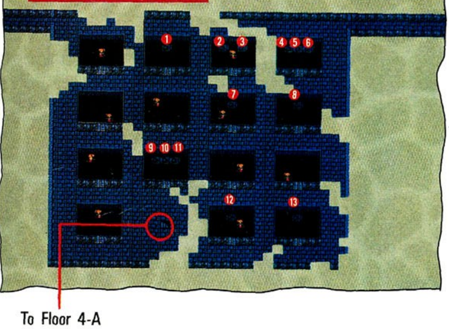

To unlock the Mirage Tower the Lefeinish used a musical tone.

The Mermaid mentions the Mirage Tower. Listen closely (See p.69).


In the treasure box, you found.... SLAB

To learn Lefeinish, return the Slab to Dr. Unne in Melmond.

FLOOR 5



Treasure Chests

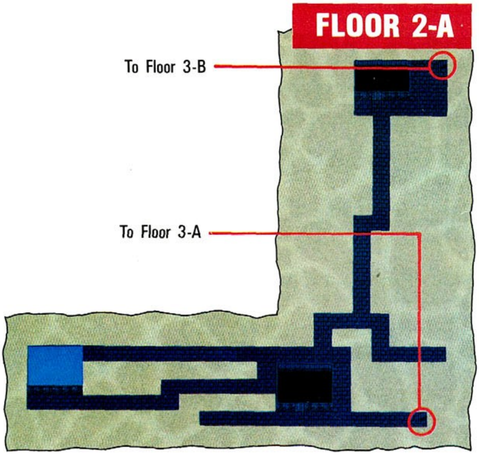
- ① 2750 G
- ② 10000 G
- ③ 10 G
- ④ Opal Helmet ➲ p.62
- ⑤ Opal Gauntlet ➲ p.62
- ⑥ Slab
- ⑦ 4150 G
- ⑧ 5000 G
- ⑨ 9000 G
- ⑩ 1760 G
- ⑪ Opal Bracelet ➲ p.62
- ⑫ Pure Potion ➲ p.10
- ⑬ Opal Shield ➲ p.62

SPEICAL ITEM

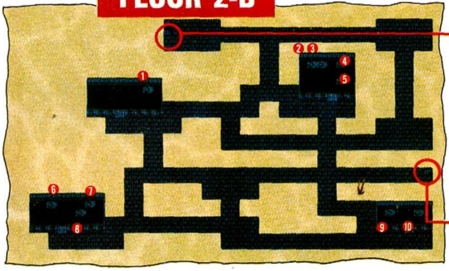
The Slab

The Slab contains important translations from Lefeinish. Give it to Dr. Unne and he will teach you the language.

FLOOR 2-A



FLOOR 2-B

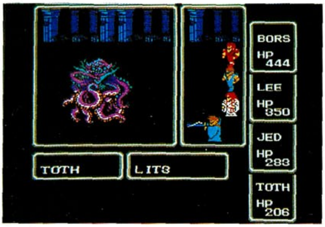


Treasure Chests

❶ Light Axe
❷ Ribbon ○ p.63
❸ 9900 G
❹ 7340 G
❺ 2750 G
❻ 5450 G
❼ Power Gauntlet
❽ 385 G
❾ 7690 G
❿ 8135 G

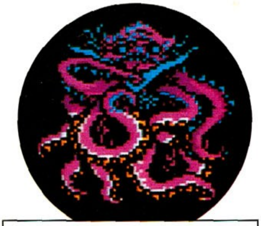
✤ *Battling Kraken, The Water Fiend*

LIT3 is the best attack magic to use on the Fiend of the Water, and FAST will increase the attack of your fighting Knight, Ninja and Master. As always, enter the fiend's room only when your HP is full. You may also have to use LAMP if Kraken blinds a warrior with Ink.



BORS HP 444
LEE HP 350
JED HP 283
TOTH HP 206
TOTH
LIT3

Shock this overgrown octopus with a shot of LIT3 and dodge his attack with the INV2 spell.



KRAKEN	
HP : 800	AP : 50-100
EXP : 4245	G : 5000
INK(DARK)	LIT
LIT2	QAKE, FIRE

FLOOR 1

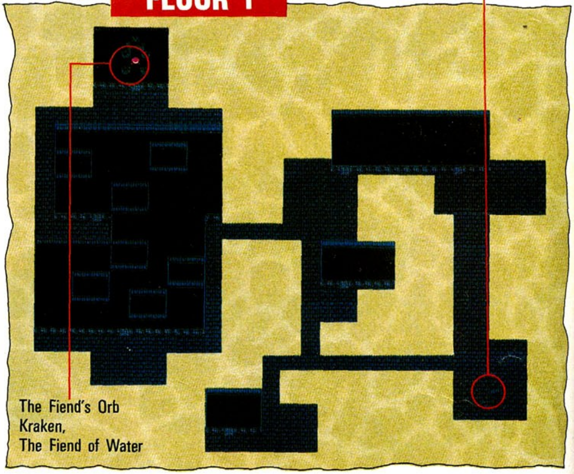


Table Of Weapons & Armor

Power Gauntlet	A
Found (5000 G)	Absorb : 6 Evade % : 3
Fi, Kn, Ni, RM	
SPECIAL EFFECT	Protects against the use of SABR.

Opal Bracelet	A
Found (32500 G)	Absorb : 24 Evade % : 1
Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW	

Light Axe	W
Found (5000 G)	Damage : 28 Hit % : 15
Fi, Kn, Ni	
SPECIAL EFFECT	Casts the spell of HRM2 during battle.

Opal Armor	A
Found (30000 G)	Absorb : 42 Evade % : 10
Kn	

Opal Shield	A
Found (7500 G)	Absorb : 16 Evade % : 0
Kn	

Mage Staff	W
Found (12500 G)	Damage : 12 Hit % : 10
Ni, BM, BW	
SPECIAL EFFECT	Casts the spell of FIR2 when used in battle.

Opal Helmet	A
Found (5000 G)	Absorb : 8 Evade % : 3
Kn	

Opal Gauntlet	A
Found (10000 G)	Absorb : 8 Evade % : 3
Kn	

The Waterfall

Behind the cascade of falling mist lies a deep cavern with many winding passages. Here you must go to solve the mystery of the U.F.O. seen in Onrac. If successful, you will discover both the Robot and the Cube.

Enemies In The Waterfall Cave

NITEMARE

	200 HP
	30~60 AP
	1272 EXP
	700 G
———	ICE
SNORTING (DARK)	QAKE, FIRE, RUB, BANE, STUN, SLEP

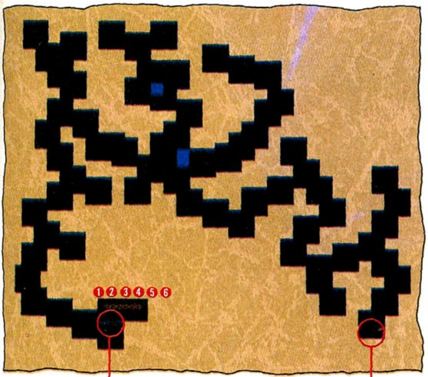
MUD GOL

	176 HP
	64~128 AP: Po
	1257 EXP
	800 G
MAGIC	———
FAST	LIT, ICE, FIRE, RUB, BANE, BRAK, STUN, SLEP

GAS DRAGON

	352 HP
	72~144 AP
	4068 EXP
	5000 G
DRAGON	ICE
POISON GAS (DAMAGE)	QAKE

Mummy	○ p.30
Wizard Mummy	○ p.50
Perilisk	○ p.39
Coctrice	○ p.43



The Robot

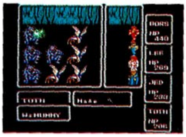
To The Outer World

Treasure Chests

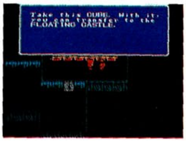
1. Wizard Staff
2. Ribbon
3. 13450 G
4. 6400 G
5. 5000 G
6. Defense

✣ *Finding The Robot*

The Robot is at the far end of a maze that is teaming with enemies. Some, like the Gas Dragon, are extremely dangerous. Others, like Mud Gol, are easy to run away from.



Just inside the Robot's room you'll face an attack. Fire will destroy the Mummies and ARUB or the ProRing protects you from the Perilisk's Squint attack.



Take this CUBE. With it, you can transfer to the FLOATING CASTLE.

The Robot gives you a mysterious object called the Cube. It is used in the Mirage Tower, but what exactly does it do? See p.70 for more information.

Special Item

The Cube

The Cube is a sort of key that opens the way to the Fiend of Wind. Use it in the top floor of the Mirage Tower (see p.70).

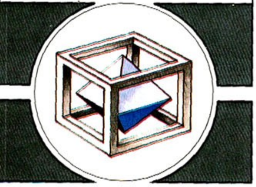


Table Of Weapons & Armor

Defense W

Found (20000 G)	Damage : 30 Hit % : 35
Kn, Ni, RW	
Casts the spell of RUSE when used in battle. SPECIAL EFFECT	

Wizard Staff W

Found (25000 G)	Damage : 15 Hit % : 15
BW	
Casts the spell of CONF when used during battle. SPECIAL EFFECT	

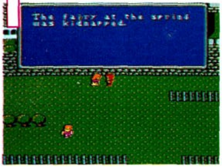
Ribbon A

Found (1 G)	Absorb : 1 Evade % : 1
Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, BM, BW	
Protects against special attacks when used in battle. SPECIAL EFFECT	

Chapter 6

Summary of Events

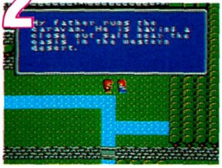
1 GAIA



The fairy at the spring was kidnapped.

Get information from the people and buy specialty weapons and protective devices.

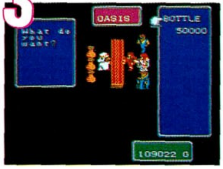
2 ONRAC



My father runs the caravan. He IS having a close out Sale near the oasis in the western desert.

Learn about the Waterfall and Sea Shrine. Find Dr. Unne's brother. Learn the whereabouts of the Caravan.

3 THE CARAVAN



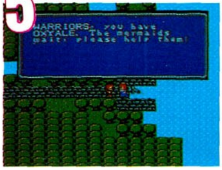
What do you want?

Purchase the Bottle from the Caravan master near the oasis in the Western Desert.

4 GAIA

Release the Fairy at the Fairy's Spring in Gaia. She will give you a supply of Oxyale.

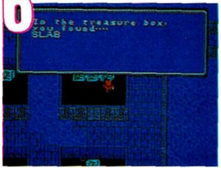
5 ONRAC



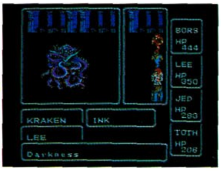
WARRIORS, you have OXYALE. The mermaids wait, please help them!

Show the Submarine owner that you have Oxyale and he'll let you enter the Submarine.

6 SEA SHRINE

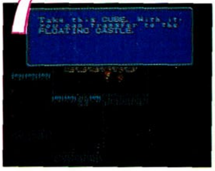


In the treasure box, you found... SLAB



Work your way to the top floor of the Sea Shrine. Collect the treasure and talk to Mermaids. Take the Slab. Then go to the lowest floor of the Shrine and battle Kraken for the third orb.

7 THE WATERFALL

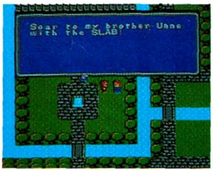


Take this CUBE. With it, you can transfer to the FLOATING CASTLE.

See the Robot and get the Cube. Take the treasure in the Robot's room.

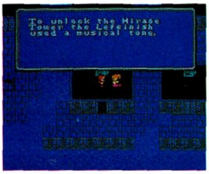
Unsolved Mysteries

There seems to be no end to the questions. How does one get into the Mirage Tower? What good is it knowing the language of Lefein? Where did the Robot in the Waterfall come from? The answers lie just ahead in the final chapter.



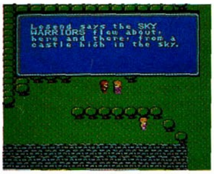
Soar to my brother Unne with the SLAB!

Can Dr. Unne really help you?



To unlock the Mirage Tower the Lefeinish used a musical tone.

Is there a secret entrance to the Mirage Tower?



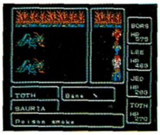
Legend says the SKY WARRIORS flew about, here and there, from a castle high in the sky.

Who were the Sky Warriors and what happened to them?

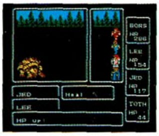
BATTLE TECHNIQUES

Many weapons can be used in battle with the Item command. Some are magical and cast a spell while others have special properties useful in battle. Below is a list of these. See the Tables of Weapons & Armor for specific properties.

Flame Sword
Ice Sword
Dragon Sword
Giant Sword
Sun Sword
Coral Sword
Were Sword
Rune Sword
Light Axe
Heal Staff
Mage Staff
Defense
Wizard Staff
Thor's Hammer
Bane Sword



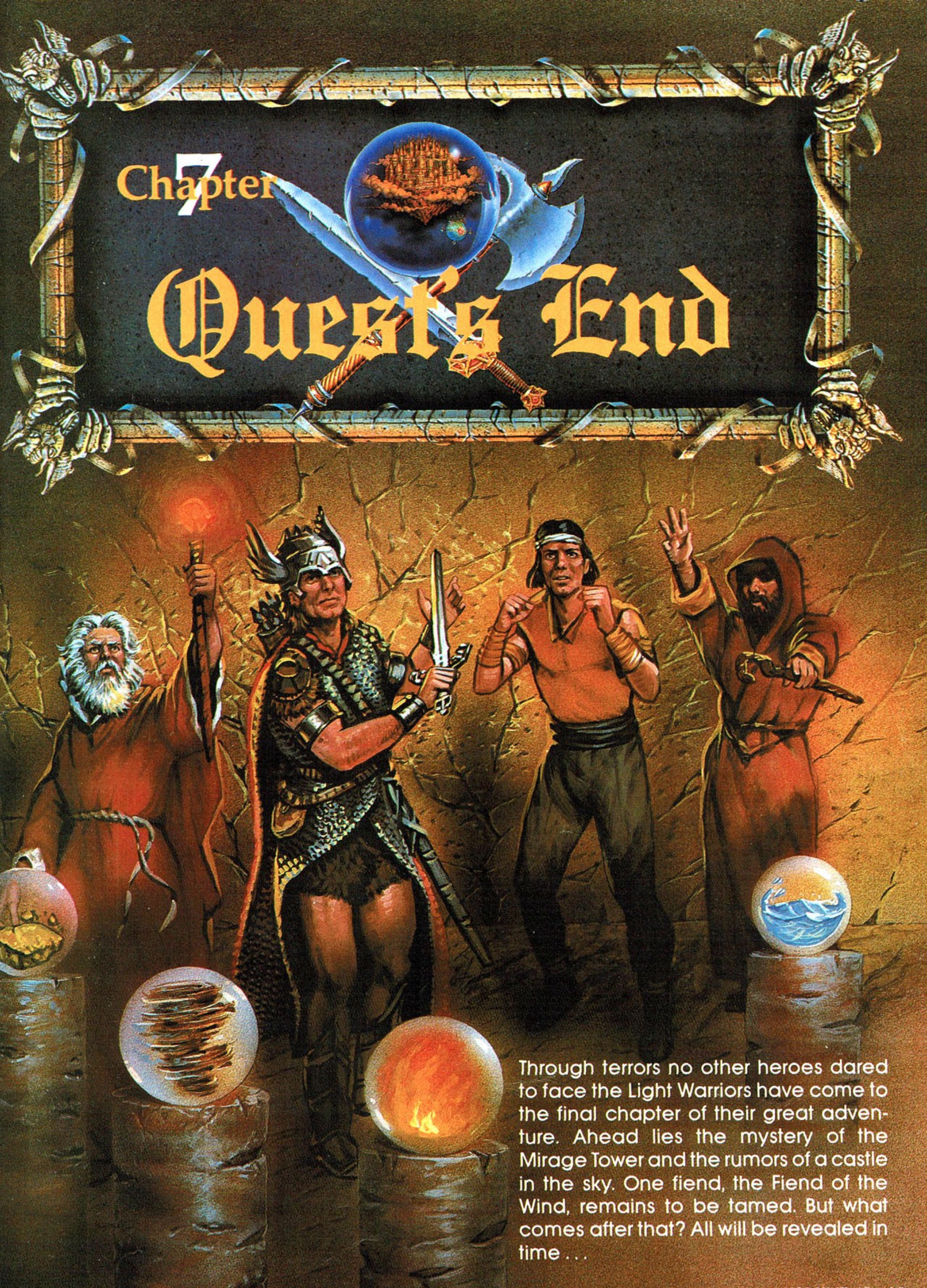
The Bane Sword attacks enemies with the spell of Bane—a powerful poison.



Preserve your magic levels and Heal Potion in battle by using the Heal Staff.

Chapter 7

Quest's End

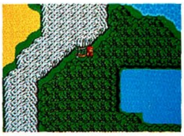


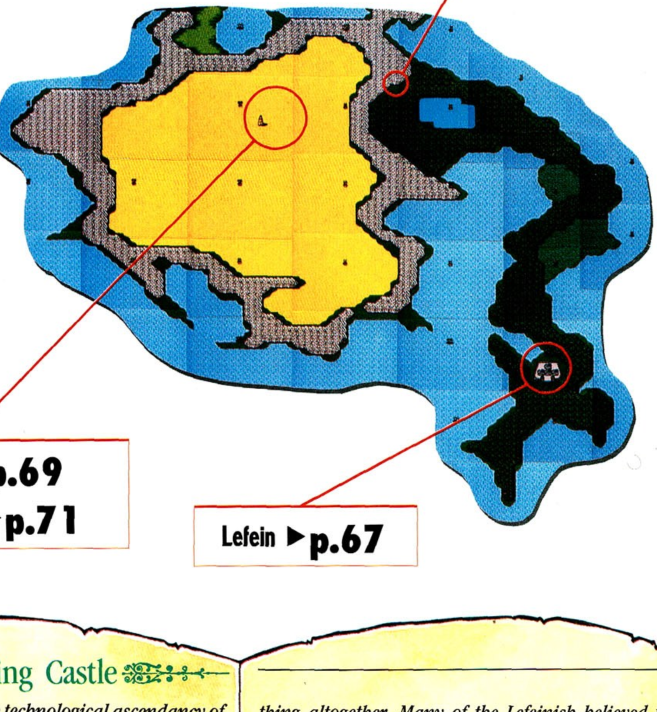
Through terrors no other heroes dared to face the Light Warriors have come to the final chapter of their great adventure. Ahead lies the mystery of the Mirage Tower and the rumors of a castle in the sky. One fiend, the Fiend of the Wind, remains to be tamed. But what comes after that? All will be revealed in time . . .

Chapter 7 MAP

Outer World Enemies: p.68

To go to the Mirage Tower, land the Airship on a strip of grass in the shadow of the Eastern Mountains. If you're going to Lefein, land near the lake as shown here.





Mirage Tower ▶p.69
Sky Castle ▶p.71

Lefein ▶p.67

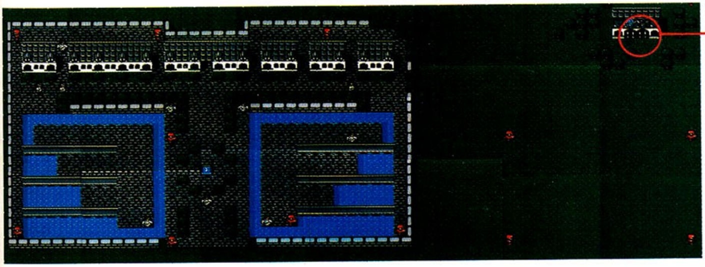
The Floating Castle

In the early days of the technological ascendancy of Lefein, a debate raged over whether it was a good idea to build castles in the sky. Some people argued that what goes up must come down, and as a result those people still on the ground when the castles eventually came down would get squashed. Others said that if Man had been meant to build castles in the sky he would have been given nests, but no one really understood that argument and few supported it. A lack of support was, in fact, the problem most people had with floating architecture. Defying gravity was all well and good when it came to Airships. But castles were another thing altogether. Many of the Lefeinish believed that something terrible would happen if the castle was built.

But the castle was built, and a staff of robots was made to keep the place in order. The Sky Warriors made it their home and kept peace throughout the world until the coming of the Fiend of Wind. Then everything changed. An enemy force of cruel monsters swept in like a tornado and the Sky Warriors escaped with a single Airship. The people of Lefein wondered if they had unwittingly set loose the horror. But no one took the blame and the problem only got worse.

Lefein

Lefein was once the home of the great civilization of the North. Their language is foreign, but with Dr. Unne's help you can learn it. Besides a great deal of information, you'll also find a hidden magic shop with two potent spells.



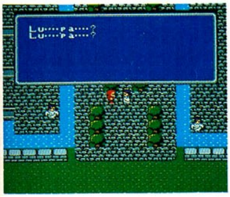
WHITE MAGIC LEVEL 8

SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
LIF2	60000 G	Brings a warrior back to life with his HP fully restored.	One Warrior	WW	Yes

BLACK MAGIC LEVEL 8

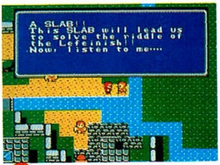
SPELL	PRICE	RESULT	AFFECT	USER	BEST BUYS
NUKE	60000 G	Generates tremendous heat, like a Super Fire spell.	All Enemies	BW	Yes

⚜*Learn Your Lefeinish*

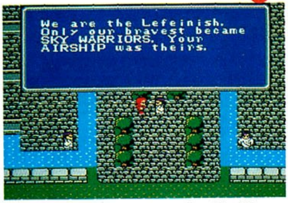


Lu····pa····?
Lu····pa····?

If you visit Lefein before taking the Slab to Dr. Unne, it could be a frustrating trip. The fact is that the people of Lefein speak an ancient language which has been forgotten everywhere else in the world. If you wish to make sense out of what the people are saying, follow these steps: 1) Get the Slab—the Slab is kept by the Mermaids in the Sea Shrine (see p.61), 2) Take the Slab to Melmond (see p.29), 3) Then give the Slab to Dr. Unne in Melmond—now he is able to complete his translation of the Lefeinish language, which means that he can teach it to you. 4) Go back to Lefein and listen to people as you would in other towns. Now they should make perfect sense.



A SLAB!!
This SLAB will lead us
to solve the riddle of
the Lefeinish!!
Now, listen to me····

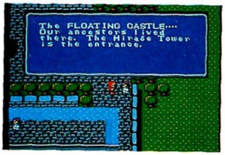


We are the Lefeinish.
Only our bravest became
SKY WARRIORS. Your
AIRSHIP was theirs.

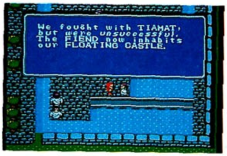
Once you have learned the ancient language from Dr. Unne, travel to the town of Lefein. Whereas before they spoke only gibberish, now you can understand every word. Here you will find the descendants of the brave souls who hid the Airship in the South. You will also learn that the people of Lefein once controlled a fantastic realm that reached into the sky.

✤ Tiamat Now Controls The Sky

Four hundred years ago Tiamat, the Fiend of the Wind, stole the power of the wind from the Lefeinish Sky Warriors. Now he resides high above the Earth in the realm of stars. Perhaps the Lefeinish robots still operate the complex machinery that suspends the castle in space. The Light Warriors must find the entrance to the Sky Castle somewhere in the Mirage Tower.



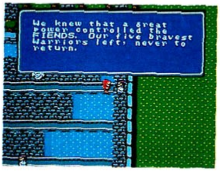
The FLOATING CASTLE.... Our ancestors lived there. The Mirage Tower is the entrance.



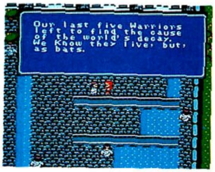
We fought with TIAMAT, but were unsuccessful. The FIEND now inhabits our FLOATING CASTLE.

✤ The Fate Of The Five

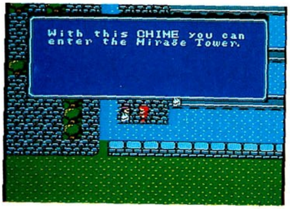
The five bravest warriors of Lefein went in search of the cause of the turmoil in the sky, knowing that some vast power was intent on the destruction of their civilization. They left their Airship and Floater in the South, but never returned to Lefein.



We knew that a great power controlled the FIENDS. Our five bravest Warriors left, never to return.

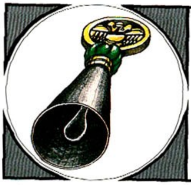


Our last five Warriors left to find the cause of the world's decay. We Know they live, but, as bats.



With this CHIME you can enter the Mirage Tower.

The legend of four warriors bearing orbs of power has preceded you. The Lefeinish give you the Chime with which you can enter the Mirage Tower.



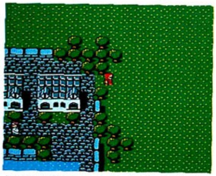
SPECIAL ITEM

The Chime

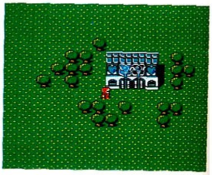
Only the precise harmonic tones of the Chime will open the door to the Mirage Tower.

✤ A Secret Magic Shop

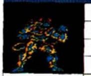
In the Northeastern corner of Lefein you will discover a breach in the wall. Pass through the hole and continue hiking eastward. There you will find the hidden magic shops. Each shop sells just one spell, but they are the powerful spells of LIF2 and NUKE.

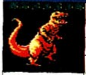


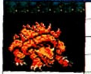
LIF2 restores a defeated comrade to full strength. NUKE burns the enemy with intense heat.

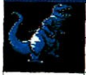


Chapter 7: Outer World Enemies

ZOMBULL	
	224 HP 40–80 AP 1050 EXP 1050 G
UNDEAD	FIRE, HARM
——	ICE, RUB, BANE, BRAK, STUN, SLEP

TYRO	
	480 HP 65–130 AP 3387 EXP 502 G
DRAGON	——
——	——

RED ANKYLO	
	256 HP 60–120 AP 1428 EXP 300 G
——	——
——	——

T REX	
	600 HP 115–230 AP 7200 EXP 600 G
DRAGON	——
——	——

Sphinx	○p.51
Manticor	○p.51
Catman	○p.69
Tiger	○p.51
Saber Tooth Tiger	○p.69
Sauria	○p.51
Wyvern	○p.59
Wyrm	○p.51
Great Pede	○p.43
Sand Worm	○p.51
Troll	○p.30
Giant	○p.31
Frost Giant	○p.43
Frost Wolf	○p.43
Ocho	○p.45
Ankylo	○p.59

Sea Creatures

Sahag	○p.21
Red Sahag	○p.21
Kyzoku	○p.21
OddEye	○p.21
Shark	○p.21

River Monsters

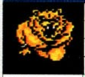
Hydra	○p.45
Gator	○p.45
Frost Gator	○p.59
Caribe	○p.45
Red Caribe	○p.59
Ocho	○p.45
Naocho	○p.59

The Mirage Tower

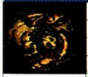
Rising from the center of the Great Eastern Desert like a horn of stone, the Mirage Tower is your path to the final fiend, Tiamat, who lives somewhere above in the floating castle of the Lefeinish. But the Tower itself holds many dangers.

Enemies In The Mirage Tower

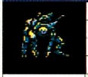
CATMAN

	160 HP 30-60 AP: Po 780 EXP 780 G
WERE	——
——	——

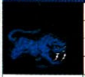
CHIMERA

	300 HP 30–60 AP 2064 EXP 2500 G
DRAGON	ICE
CREMATE (DAMAGE)	QAKE, FIRE

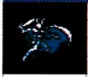
GUARD

	200 HP 25-50 AP: Sn 1224 EXP 400 G
——	——
——	RUB, BANE, STUN, BRAK, SLEP

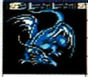
SABER TOOTH TIGER

	200 HP 24–48 AP 843 EXP 500 G
——	——
——	——

BADMAN

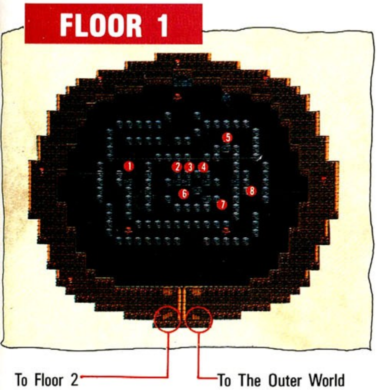
	260 HP 44–88 AP 1263 EXP 1800 G
——	——
——	——

BLUE DRAGON

	454 HP 92–184 AP 3274 EXP 2000 G
DRAGON	FIRE
THUNDER (DAMAGE)	QAKE, LIT

Mummy	○p.30
Wizard Mummy	○p.50
Coctrice	○p.43
Perilisk	○p.39
Vampire	○p.32
Medusa	○p.50
Nitemare	○p.63
Cerebus	○p.39

FLOOR 1

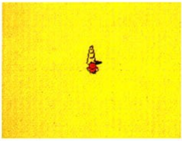


Treasure Chests

❶ Cabin	○p.14	❺ 880 G	
❷ Aegis Shield	○p.70	❻ 18010 G	
❸ 2750 G		❼ Vorpal	○p.70
❹ 3400 G		❽ Heal Helmet	○p.70

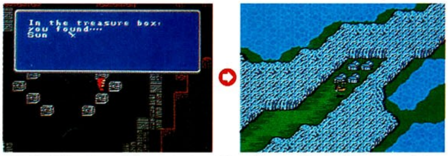
✤ The Chime Is The Key

Most adventurers discover the Mirage Tower long before they hear of the Chime. But if they hope to get inside they must speak Lefeinish and get the Chime from the man in Lefein.



✤ Plundering The Tower

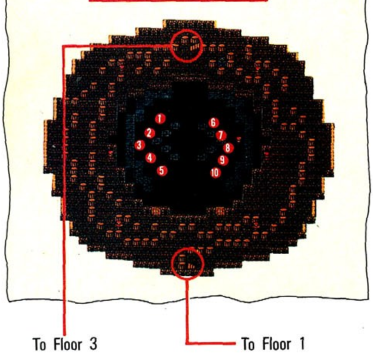
You'll find a great deal of treasure lying about in the Mirage Tower. Some of the weapons and armor, such as the Aegis Shield, you'll want to keep. Other pieces merely take up space. When your subscreen is full, go back to Gaia and sell unwanted items.



In the treasure box:
you found....
Sun

East of the desert is a narrow strip of grass just wide enough for an Airship to make a landing. As you cross the sands Tyro and Ankylo attack. Run from both.

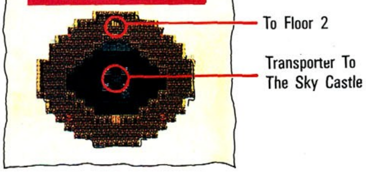
FLOOR 2



Treasure Chests

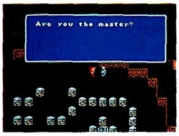
❶ 13000 G
❷ 12350 G
❸ Thor's Hammer
❹ 7900 G
❺ 8135 G
❻ House ○p.21
❼ 7690 G
❽ Sun Sword
❾ 10000 G
❿ Dragon Armor

FLOOR 3

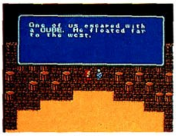


⚜ *Visit Each Robot*

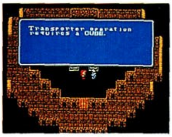
Like the Robot in the Waterfall, these robots have been programmed with messages. The messages are there for warriors who may not have ventured into the Waterfall yet to recover the Cube from the other robot.


Are you the master?

What Master?


One of us escaped with a CUBE. He floated far to the west.

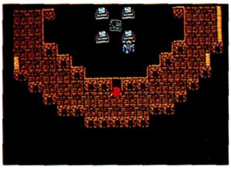
Floated or fell?

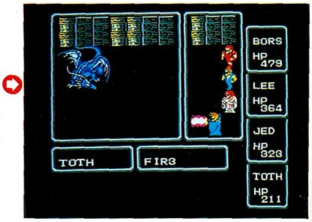

Transporter operation requires a CUBE.

Transport to where?

⚜ *Battling The Blue Dragon*

The Blue Dragon is sitting just inside the door to the Transporter chamber and cannot be avoided. His Thunder spell can wreak havoc so use the Ribbon. FIR3 is the best attack spell.


Knowing that the Blue Dragon is waiting, fill up your HP before entering the room.



⚜ *Beam Up To The Sky Castle*

In the center of the top floor of the Tower you'll find the Transporter. Use the Cube to activate the Transport Beam. Instantly the Light Warriors are transported to the Sky Castle, home of Tiamat.

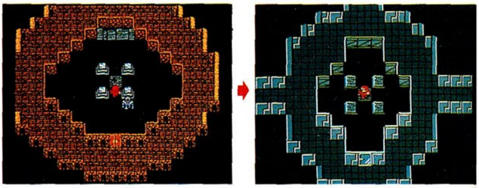

The Transporter takes you to the Sky Castle.

Table Of Weapons & Armor

Vorpal	W
Found (15000 G)	Damage : 24 Hit % : 25
Kn, Ni, RW	

Sun Sword	W
Found (10000 G)	Damage : 32 Hit % : 30
Fi, Kn, Ni, RM, RW	
Particularly effective against Undead monsters. SPECIAL EFFECT	

Dragon Armor	A
Found (30000 G)	Absorb : 42 Evade % : 10
Kn	
Particularly effective against dragon attacks. SPECIAL EFFECT	

Thor's Hammer	W
Found (20000 G)	Damage : 18 Hit % : 15
Kn, Ni, WW	
Casts the spell of LIT2 when used in battle. SPECIAL EFFECT	

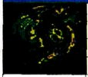
Aegis Shield	A
Found (20000 G)	Absorb : 16 Evade % : 0
Kn	
Protects against Glance and some other spells. SPECIAL EFFECT	

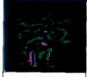
Heal Helmet	A
Found (10000 G)	Absorb : 6 Evade % : 3
Kn, Ni	
Restores some lost HP to warriors when used in battle. SPECIAL EFFECT	

The Sky Castle

The first thing you'll notice is that the Sky Castle is obviously a product of high technology, and not just because it's miles above the Earth. Transporters and robots are everywhere. One of the guardians is high-tech, as well—the awesome WarMech.

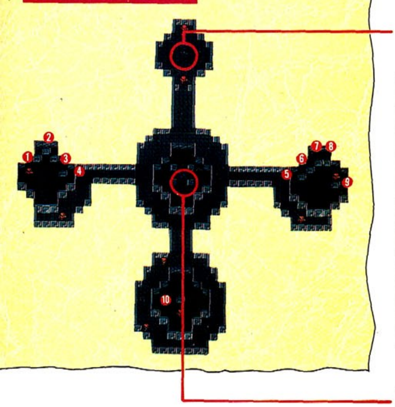
Enemies In The Sky Castle

AIR		SLIME		SENTRY		JIMERA		WIZARD VAMPIRE	
	358 HP 53–106 AP 1614 EXP 807 G		156 HP 49-98 AP: Po 1101 EXP 900 G		400 HP 102–204 AP 4000 EXP 2000 G		350 HP 40–80 AP 4584 EXP 5000 G		300 HP 90-180 A: Sn 2385 EXP 3000 G
——	——	——	FIRE	——	LIT	DRAGON	ICE	UNDEAD/MAGIC	FIRE, HARM
——	QAKE, RUB, BANE, BRAK, STUN, SLEP	——	QAKE, LIT, ICE, RUB, BANE, BRAK, STUN, SLEP	——	QAKE, ICE, FIRE, RUB, BANE, BRAK, STUN, SLEP	CREMATE, POISON GAS (DAMAGE)	QAKE, FIRE	AFIR, LAMP, ICE2, LIT2, FIR2	QAKE, ICE, RUB, BANE, BRAK, STUN, SLEP

GREY NAGA		GREEN MEDUSA		FIGHTER		EVILMAN		WARMECH	
	420 HP 7–14 AP:Po 3489 EXP 4000 G		96 HP 11-22 AP: Sn 1218 EXP 1218 G		200 HP 40–80 AP 3420 EXP 3420 G		190 HP 55–110 AP 2700 EXP 3000 G		1000 HP 128–256 AP 32000 EXP 32000 G
MAGIC	——	——	FIRE	MAGIC	——	MAGIC	——	——	——
RUSE, LAMP, SLOW, DARK, SLEP, FIRE, LIT, HEAL	——	GLANCE (STONE)	QAKE, ICE	WALL, XFER, HEL3, FOG2, INV2, CUR4, HEL2, CUR3	——	XFER, NUKE, ZZZZ, BLND	RUB, BAN, BRAK, STUN, SLEP	NUCLEAR (DAMAGE)	——

Eye	○ p.43	**Manticor**	○ p.51	**Nitemare**	○ p.63	**Badman**	○ p.69	**Red Hydra**	○ p.39
Mancat	○ p.50	**Sorcerer**	○ p.43	**Guard**	○ p.69	**Rock Gol**	○ p.60	**Mud Gol**	○ p.63
								Naocho	○ p.59

FLOOR 1



To Floor 2

Transporter To Mirage Tower

Treasure Chests

❶	9900 G	
❷	Heal Potion	○ p.10
❸	4150 G	
❹	7900 G	
❺	5000 G	
❻	ProRing	○ p.57
❼	6720 G	
❽	Heal Helmet	○ p.70
❾	180 G	
❿	Bane Sword	○ p.73

More Treasure Than You Can Carry?

If you run out of space, remember it's easy to use the EXIT spell, then go to Gaia and sell off the excess treasure. Always check the Tables Of Weapons & Armor before selling a piece as it may have a secret use.

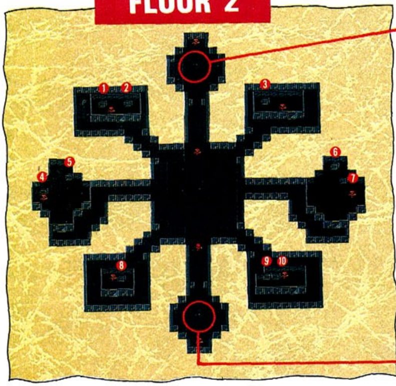
In the treasure box: you found.... 18000 G

After clearing the Sky Castle you'll never want for Gold again. Spend it on expensive magic spells to fill out your magic subscreens.

Can't hold anymore.

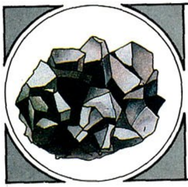
If you don't want to spend the time going all the way back to Gaia, you can Drop weapons or armor. But don't Drop a valuable item.

FLOOR 2



Treasure Chests

❶	Silver Helmet	○ p.30
❷	House	○ p.21
❸	Opal Gauntlet	○ p.62
❹	880 G	
❺	13000 G	
❻	Ribbon	○ p.63
❼	Opal Shield	○ p.62
❽	Adamant	
❾	White Shirt	
❿	Black Shirt	



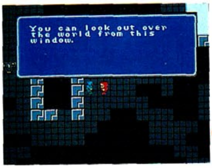
SPECIAL ITEM

Adamant

Adamant is an incredibly strong compound used to make Xcalber by a Dwarfish Blacksmith.

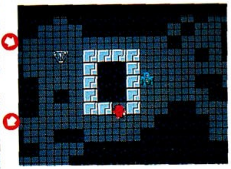
✣ *A Window On The World*

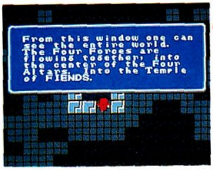
The robot invites you to look out over the world from the window. The window reveals an important clue for the end of the game. Four forces are flowing together into the center of the Temple of Fiends. When it comes time to seek out the Master of those four elemental forces, the Light Warriors will return to the Temple of Fiends. For more about this see p.74.



You can look out over the world from this window.

The robot directs visitors to the viewing portal through which is seen the power of the enemy.



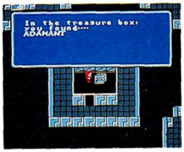


From this window one can see the entire world. The Four Forces are flowing together, into the center of the Four Altars. Into the Temple of FIENDS.

Although most people see only stars in the window, perhaps the Light Warriors have superior vision and can see the flowing force fields.

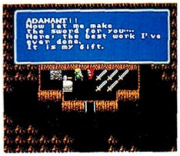
✣ *Making Use Of Adamant*

Once you obtain the Adamant take it back to the Dwarf Cave (see p.25). There a Blacksmith will use the Adamant to forge a fantastic sword called Xcalber, which is second in power only to the Masmune.



In the treasure box, you found.... ADAMANT

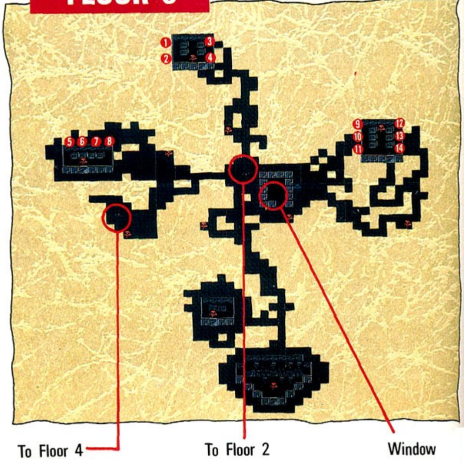
The Adamant is a superior material for the forging of swords.



ADAMANT!! Now let me make the sword for you.... Here, the best work I've ever done. It is my gift.

The Blacksmith needs only the Adamant before he will make a fabulous sword for you.

FLOOR 3

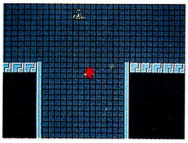


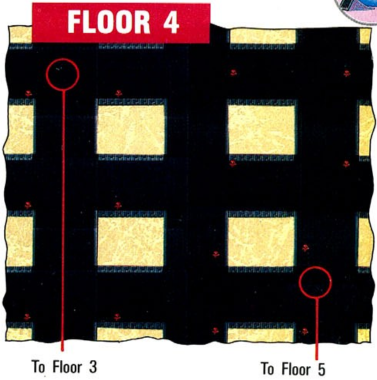
Treasure Chests

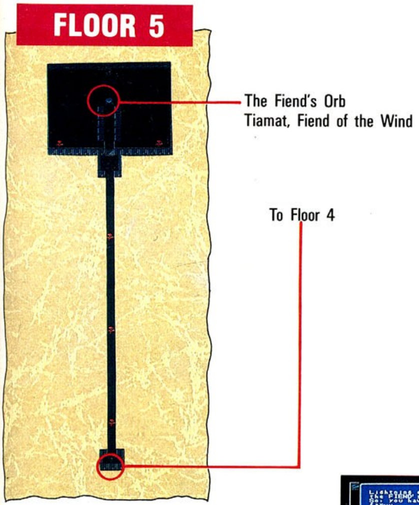
❶	9000 G	
❷	Heal Potion	○ p.10
❸	ProRing	○ p.55
❹	5450 G	
❺	Soft Potion	○ p.21
❻	4150 G	
❼	3400 G	
❽	Katana	
❾	6400 G	
❿	Cloth	○ p.10
⓫	ProCape	
⓬	Soft Potion	○ p.21
⓭	9500 G	
⓮	8135 G	

✣ Fourth Floor Maze

Walking straight in any one direction will get you nowhere in this maze. Instead, walk LEFT until you reach an intersection, then UP until you reach a Transporter. The combination of walking RIGHT and DOWN also works.

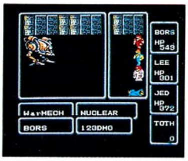


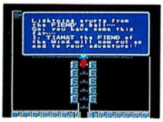

FLOOR 4
To Floor 3
To Floor 5


FLOOR 5
The Fiend's Orb
Tiamat, Fiend of the Wind
To Floor 4

✣ WarMech's Bridge

A combat robot called WarMech patrols the bridge that leads to Tiamat's inner sanctum. But your chances of meeting WarMech are slim—just one in 64. If you do have to fight, use AFIR and the Ice Armor.


BORS
HP 549
LEE
HP 301
JED
HP 372
TOTH
0
WarMECH
NUCLEAR
BORS
123DMG

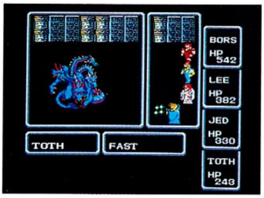


Lightning erupts from
the FIEND's ball....
So, you have come this
far....
I, TIAMAT the FIEND of
the Wind will now put an
end to your adventure!!

✣ Battling Tiamat

Tiamat's specialized attacks can be brutal. As with most fiends, use FAST to multiply the attack of your fighting warriors. INV2 is also good for protection. Later, when you meet him again in the Temple of Fiends, use STOP.

TIAMAT	
HP : 1000	AP : 49–98
EXP : 5496	G : 6000
THUNDER POISON GAS BLIZZARD	BRAK, BANE QAKE, LIT, ICE, FIRE


BORS
HP 542
LEE
HP 382
JED
HP 330
TOTH
HP 243
TOTH
FAST

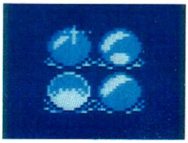


Table Of Weapons & Armor

Katana	W
Found (30000 G)	Damage : 33 Hit % : 35
Ni	

ProCape	A
Found (10000 G)	Absorb : 8 Evade % : 2
Fi, Kn, Th, Ni, RM, RW, WM, WW, BM, BW	

Bane Sword	W
Found (30000 G)	Damage : 22 Hit % : 20
Kn, Ni, RW	
Casts the spell of BANE when used in battle.	

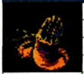
White Shirt	A
Found (1 G)	Absorb : 24 Evade % : 2
WW	
Casts the spell of INV2 when used in battle.	

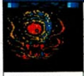
Black Shirt	A
Found (1 G)	Absorb : 24 Evade % : 2
Kn	
Casts the spell of ICE2 when used in battle.	

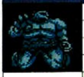
Temple Of Fiends Revisited: The Past Becomes The Present

The time has come for the Light Warriors to rid the world of the cause of the decay. Only the strongest enemies are in the Temple now, including all four of the elemental fiends. Another point to remember is that the only way out is to use the EXIT spell.

Enemies In The Temple Of Fiends Revisited

WORM	
	448 HP
	65–130 AP
	4344 EXP
	1000 G
——	——
——	QAKE

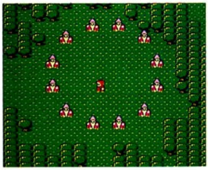
PHANTOM	
	360 HP
	120–240 AP:Sn
	1 EXP
	1 G
UNDEAD	FIRE, HARM
STOP, ZAP!, XFER, BRAK, RUB, HOLD, LAMP, SLOW	QAKE, ICE, RUB, BANE, STUN, SLEP

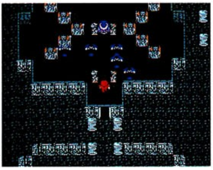
IRON GOL	
	304 HP
	93–186 AP
	6717 EXP
	3000 G
——	——
POISON GAS (DAMAGE)	QAKE, ICE, FIRE, RUB, BANE, BRAK, STUN, SLEP

Frost Dragon	○ p.43
Chimera	○ p.69
Zombie Dragon	○ p.50
Jimera	○ p.71
Frost Giant	○ p.43
Slime	○ p.71
Gas Dragon	○ p.63
Badman	○ p.69
Mage	○ p.43
Fighter	○ p.71
Kraken	○ p.62
Tiamat	○ p.73
Earth	○ p.31
Green Medusa	○ p.71
Mud Gol	○ p.63
Rock Gol	○ p.60
Lich	○ p.33
Agama	○ p.39
Grey Worm	○ p.39
Red Giant	○ p.39
Kary	○ p.42
Sea Troll	○ p.60
Lobster	○ p.60
Sea Snake	○ p.60
Water	○ p.60
Grey Shark	○ p.60
Wizard Sahag	○ p.60
Big Eye	○ p.60
Iron Gol	○ p.74
Sorcerer	○ p.43
Air	○ p.71
Vampire	○ p.32
Wizard Vampire	○ p.71

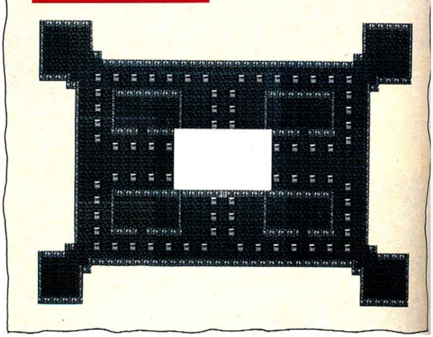
✤ *Return To Crescent Lake*

Having sent Tiamat screeching into the void of oblivion it should become apparent that the game is not yet over. Only the Circle of Sages in Crescent Lake know what to do. Speak to them at once and learn about the power that controls the world from 2000 years in the past. The Temple of Fiends is revealed as a Time Gate that can be used if the four orbs shine.

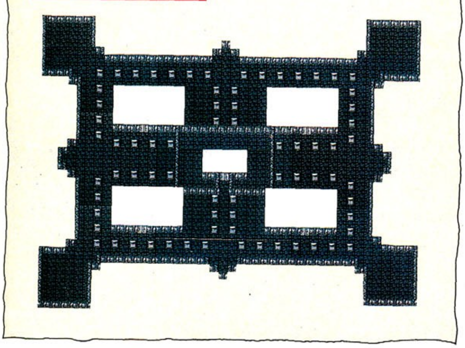




FLOOR 1

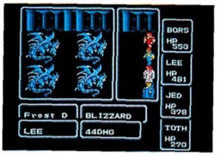


FLOOR 2

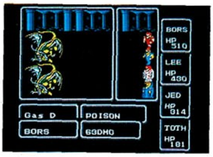


✤ No Place Left To Run

The strongest of the evil creatures have been gathered to prevent adventurers from penetrating the Temple of Fiends. Most you cannot escape.


BORS HP 553
LEE HP 481
JED HP 378
TOTH HP 270
Frost D
BLIZZARD
LEE
44DMG

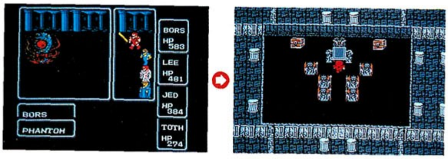
The Frost Dragon's Blizzard attack is often devastating. The Flame Armor and Ribbon can help protect you from the bitter cold. NUKE can melt them.


BORS HP 510
LEE HP 430
JED HP 314
TOTH HP 181
Gas D
POISON
BORS
63DMG

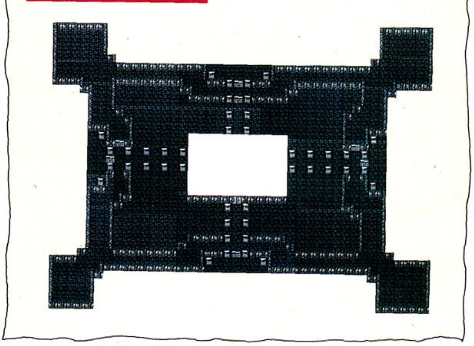
The Gas Dragon's poisonous breath could wipe out your party. The Ribbon could prevent that along with INV2.

✤ Floor 3 Encounters

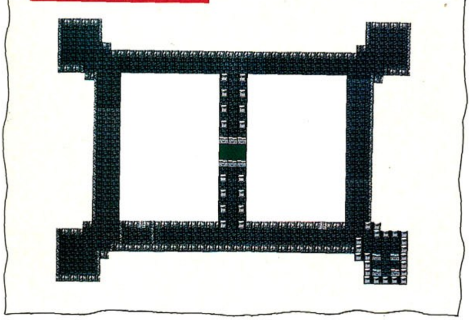
The Badmen who roam the third floor are one of the few enemies you can run from. Do it and save your HP for encounters you can't escape. Use FAST on your best fighting warrior to quickly dispatch the Phantom. Then use the LUTE (see p.12) to open the pathway leading down into the Temple.


BORS HP 583
LEE HP 481
JED HP 384
TOTH HP 274
BORS
PHANTOM

FLOOR 3

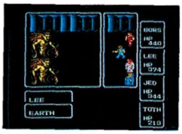


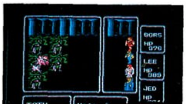
FLOOR B1

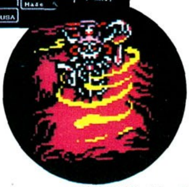


✤ The Earth Floor

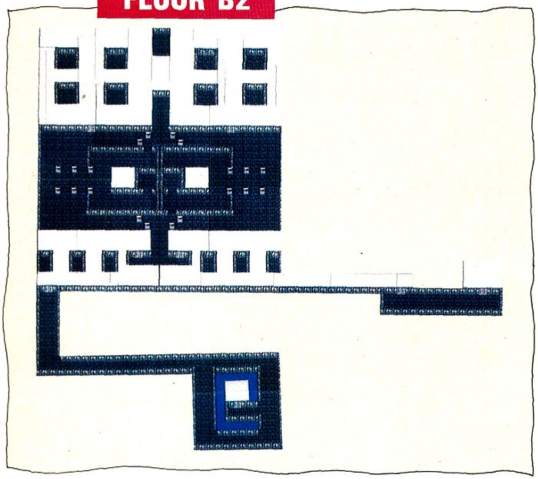
Floor B1 is filled with creatures from the Earth Cave. Against the Green Medusa's you should first use MUTE, then a FIR2 spell. Have Soft Potion ready for warriors who are turned to stone. Against Earth, FIR3 works well. Mud Gols can be escaped by running. Lich is waiting for you at the top of the stairway leading to Floor B2.


BORS HP 440
LEE HP 374
JED HP 344
TOTH HP 213
LEE
EARTH

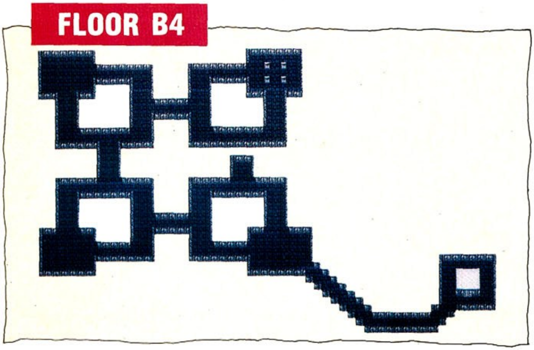

BORS HP 378
LEE HP 389
JED HP
TOTH
Hade
G.MEDUSA



FLOOR B2

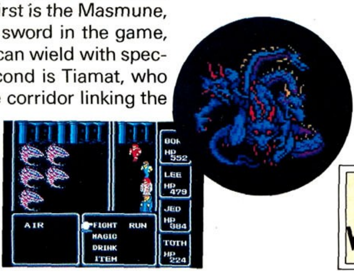


FLOOR B4



✤ Floor Of Wind

Three important elements are found here on Floor B4. First is the Masmune, the most powerful sword in the game, which any warrior can wield with spectacular results. Second is Tiamat, who waits for you in the corridor linking the top two square areas. Third is the portal to Floor 5 where the final enemy awaits your arrival.

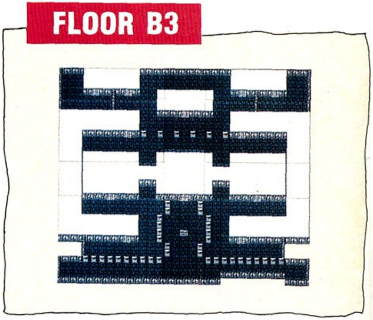

BOR
HP 552
LEE
HP 479
JED
HP 384
TOTH
HP 224
AIR
FIGHT
RUN
MAGIC
DRINK
ITEM

✤ The Fire Floor

Here on Floor B2 you'll find enemies familiar from Gurgu Volcano. Treasures such as the ProRing, ProCape and Katana are also kept here. We've blanked out the room interiors to leave more challenge for you.

BORS
HP 548
LEE
HP 481
JED
HP 858
TOTH
HP 274
TOTH
Black ♥
R. GIANT

FLOOR B3



✤ Floor Of Water

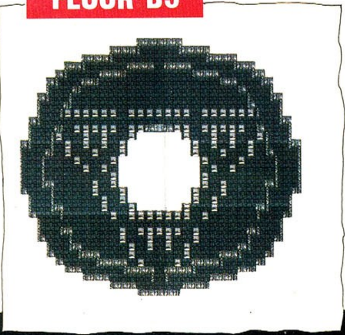
Use Thor's Hammer and LIT3 to keep the sea creatures at bay on Floor B3. Kraken waits in the long passage at the lower right.

BORS
HP 509
LEE
HP 481
JED
HP 384
TOTH
HP 274
JED
Thor ⚒
SeaTROLL

Table Of Weapons & Armor

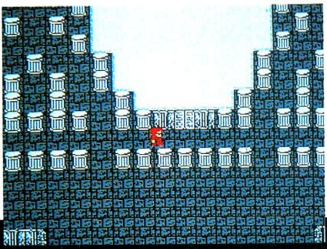
Masmune	**W**
Found (30000 G)	Damage : 56 Hit % : 50
Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW	

FLOOR B5

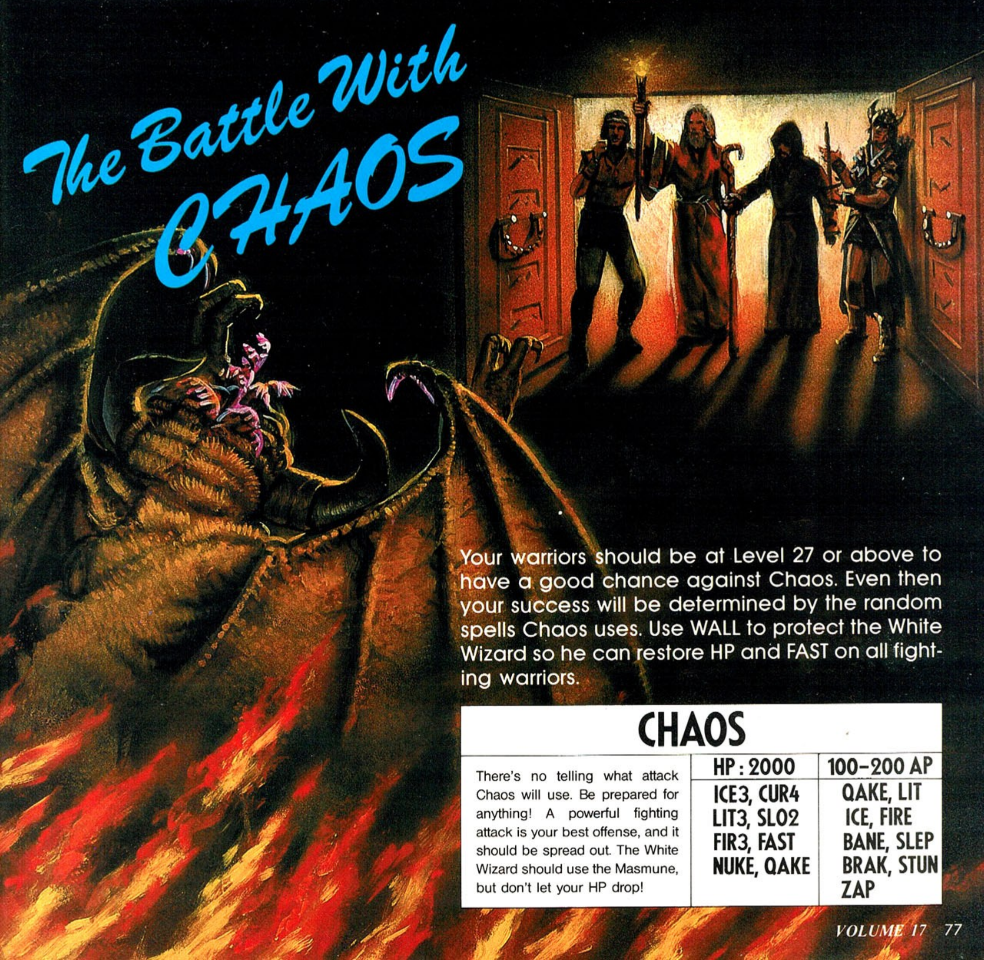


⚜ Through This Door Is The Final Phantasm!

At last, on Floor B5, is the ruler of the fiends. Chaos is staggeringly powerful and has virtually every useful magic spell in his bag of tricks. Before entering you should have full HP and close to full magic. Luck plays a big part.



The Battle With CHAOS



Your warriors should be at Level 27 or above to have a good chance against Chaos. Even then your success will be determined by the random spells Chaos uses. Use WALL to protect the White Wizard so he can restore HP and FAST on all fighting warriors.

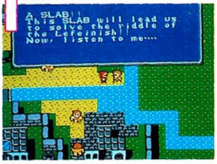
CHAOS

	HP : 2000	100–200 AP
There's no telling what attack Chaos will use. Be prepared for anything! A powerful fighting attack is your best offense, and it should be spread out. The White Wizard should use the Masmune, but don't let your HP drop!	ICE3, CUR4 LIT3, SLO2 FIR3, FAST NUKE, QAKE	QAKE, LIT ICE, FIRE BANE, SLEP BRAK, STUN ZAP

Chapter 7

Summary Of Events

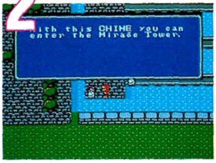
1 MELMOND



A SLAB!!
This SLAB will lead us
to solve the riddle of
the Lefeinish!!
Now, listen to me....

Take the Slab to Dr. Unne and he will teach you to speak the ancient language of Lefeinish.

2 LEFEIN



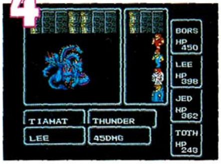
With this CHIME you can
enter the Mirage Tower.

Learn about the Sky Warriors and how the Chime will gain you access to the Mirage Tower in the desert.

3 MIRAGE TOWER

Collect the treasures of the Tower and talk to the robots. Using the Cube on the top floor you'll reach the Sky Castle.

4 SKY CASTLE

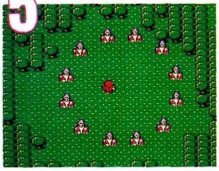


TIAMAT THUNDER
LEE 45DMG

BORS HP 450
LEE HP 398
JED HP 362
TOTH HP 248

Find the Adamant and take it to the Dwarf Cave for Xcalber, then return to the Sky Castle and battle Tiamat, the Fiend of Wind.

5 CRESCENT LAKE

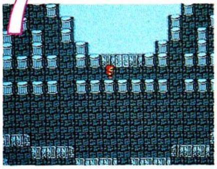


Revisit the Circle of Sages and learn about the final task. You'll also be told how to reach Chaos through the Temple of Fiends.

6 TEMPLE OF FIENDS

Return to the Temple of Fiends. With all four orbs lit. You'll be able to step through the Time Gate into the past.

7 TEMPLE OF FIENDS REVISITED



Put Princess Sara's Lute to use in reaching the depths of the Temple. Find the Masmune and then go after Chaos.

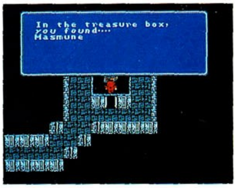
8 THE END

ALL WILL BE REVEALED IN THE END

After defeating Chaos you'll learn how Chaos came to power, the meaning of time travel, and who was responsible.

Battle Techniques

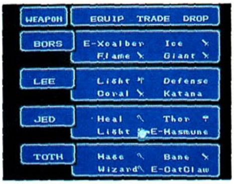
The great virtue of the Masmune is that any one of the Light Warriors can use it. Since most parties have two fighting members and two magic users, non-magic attacks are limited.



In the treasure box,
you found....
Masmune

The Masmune is hidden on the fourth floor of the Temple.

Equipped with the Masmune, a White Wizard becomes a mighty warrior. Suddenly, it's as if a new member has been added to your ranks. Now you'll be able to cut through most enemies in a single turn.

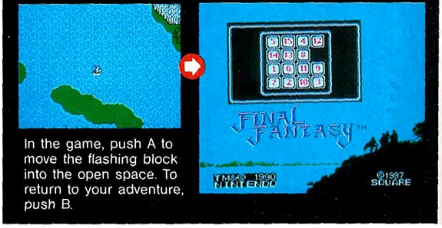


WEAPON EQUIP TRADE DROP
BORS E-Xcalber Ice Flame Giant
LEE Light Defense Coral Katana
JED Heal Thor Light E-Masmune
TOTH Mage Bane Wizard E-CatClaw

Final Tip

BONUS GAME

Push the A and B Buttons together 55 times while aboard the Ship and the Final Fantasy puzzle game will appear. The object of this mind teaser is to move each block into the correct numerical sequence.



In the game, push A to move the flashing block into the open space. To return to your adventure, push B.

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The index to the Final Fantasy Strategy Guide is another quick resource for finding the information you need. If you know the name of a person, place, or thing, just look it up in the alphabetical index listing. The page number given is for the page that reveals the most information about your subject of interest, but you may be referred to more information on that subject elsewhere in the Strategy Guide.

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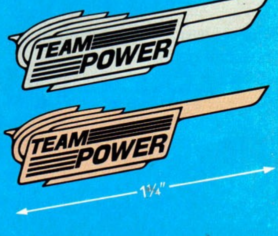

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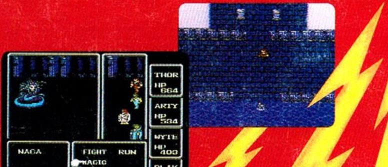

When you encounter a Naga in the Sea Shrine, don't make any rash moves. Protect your party from the Naga's nasty LIT2 attack by using ALIT. It may be the only move that saves you.

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